THE SCHOOL OF Recreation: OR A GUIDE To the Most Ingenious Exercises OF

Hunting.
Riding.
Racing.
Fireworks.
Military Discipline.
The Science of Defence.
Hawking.
Tennis.
Bowling.
Ringing.
Singing.
Cock-Fighting.
Fowling.
Angling.

By *R. H.*

London, Printed for *H. Rhodes*, at the *Star*, the Corner of *Bride-Lane*, *Fleet-street*. 1696.

The School of Recreation.

Printed for Henry Rodes near Bride lane in Fleet streete.

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The PREFACE TO THE READER.

READER, in this small Book you will find such Variety of Recreations, that nothing of the nature ever appeared so like Accomplish'd in any one Volume, of what Largeness soever: For besides my own Experience in these acceptable and delightful Particulars, reduced under proper Heads, easy to be understood, and put in practice; I have taken the Opinions of those

whose Ingenuity hath led them to these Exercises in Particular or General, and are approved for the Performance of them in the exactest manner, whose judicious Approbations the more emboldened me to a Publication of them: In which you will not only find Pleasure, and keep up a Healthful Constitution in moderately pursuing them, but in most or all of them find considerable Profit and Advantage, when you can spare leisure Hours from your Devotions, or to unbend your Cares after the tiresome Drudgery of weighty Temporal Matters; *Not that I think it is proper so eagerly to pursue them,*

them, as if you made them rather a Business *than a* Recreation; *for though in themselves they are harmless, yet a continual or insatiate Prosecution of any Thing, not only lessens the Pleasure, but may render it hurtful, if not to your self, yet in giving Offence to others, who will be apt to reflect upon such as seem to doat upon them, and wholly neglect their other Affairs.*

We find the Taste of Honey is delicious and desirable, yet Nature over-burthened with too great a Quantity, Surfeits, and begets a loathing of it. Wherefore to Conclude, I commend them as they are, viz. *Suitable* Recreations *for the* Gentry *of* Eng-

To the Reader.

England, *and others, wherein to pleaſe and delight themſelves. And ſo not doubting this* Work *will be accepted, as it was well meant to ſerve my* Country-Men, *I take leave to ſubſcribe my ſelf, Kind Reader,*

Your moſt humble

and obliging Servant,

R. H

OF HUNTING.

HUNTING, being a Recreation that challenges the ſublime Epithets of Royal, Artificial, Manly, and Warlike, for its Statelineſs, Cunning, and Indurance, claims above all other Sports the Precedency; and therefore I was induced to place it at the Head to uſher in the reſt.

But to come to the Purpoſe: The young Hunter, as yet raw in the true Knowledge of this Royal Sport, with what is meerly neceſſary and uſeful, without amuſing him with ſuperfluous Obſervations for his Inſtruction: I ſhall therefore obſerve throughout this Treatiſe this Method: 1. The ſeveral *Chaſes* or Games which fall under the Firſt Denomination, Hunting. 2. The genuine of Infallible Rules whereby we are to direct our ſelves, for the obtaining the true Pleaſure in proſecuting the ſame, and the deſired Effects of it.

Know than; the Beaſts of Venery or Foreſt, are, *viz.* The *Hart*, *Hinde*, *Hare*.

As likewiſe the Wild Beaſts, or Beaſts of Chace are, *viz.* the *Buck*, *Doe*, *Fox*, *Marten*, *Roe*.

The Beaſts of Warren, are, *viz*. *Hares*, *Coneys*, *Roes*.

Note, The *Hart* and *Hind* before ſpoken of, though they are of one kind, yet, becauſe their Seaſons are ſeveral, are eſteemed diſtinct Beaſts; and in the *Hart* is included the *Stag*, and all red *Deer* of Antlier.

And becauſe I reckon it the moſt neceſſary part of the Hunter to underſtand the Names, Degrees, Ages, and Seaſons of the aforeſaid different Beaſts of Foreſt or Venery, Chaſe, and Warren; I therefore, preſent him with theſe following

Beaſts of Foreſt, &c.

The *Hart*, the firſt year is called a *Hind-Calf*, 2 A *Knobber*, 3 A *Brock*, 4 A *Staggard*, 5 A *Stag*, 6 A *Hart*.

The *Hind* the firſt Year a *Calf*, 2 A *Hearſe*, 3 A *Hind*.

The *Hare*, the firſt Year a *Leveret*, 2 A *Hare*, 3 A great *Hare*.

Beaſts of Chaſe.

The *Buck*, The firſt Year is called a *Fawn*, 2 A *Pricket*, 3 A *Sorrel*, 4 A *Sore*, 5 A *Buck* of the firſt Head, 6 A Great *Buck*.

The *Doe*, the firſt Year a *Fawn*, 2 A *Teg*, 3 A *Doe*.

The *Fox*, the firſt Year a *Cub*, 2 a *Fox*.

The *Marten*, the firſt Year A *Cub*, 2 A *Marten*.

The *Roe* the firſt Year A *Kid*, 2 A *Gyrl*, 3 A *Hemuſe*, 4 A *Roe-Buck* of the firſt Head, 5 A Fair *Roe-Buck*.

As for the Beaſts of Warren, the *Hare* being ſpoken of before, little or nothing is to be ſaid.

The

The *Coney* is first A *Rabbet*, and then an Old *Coney*.

Thus much for their Names, Degrees, and Ages: Now let us next observe their proper Seasons for Hunting.

The *Hart* or *Buck*, beginneth fifteen days after *Mid-summer-Day*, and lasteth till *Holy-Rood-Day*.

The *Fox*, from *Christmass*, and lasteth till the Annunciation of the Blessed *Virgin Mary*.

The *Hind* or *Doe*, from *Holy-Rood-Day*, till *Candlemas*.

The *Roe-Buck*, from *Easter*, till *Michaelmas*.

The *Roe*, from *Michaelmas*, till *Candlemas*.

The *Hare*, from *Michaelmas*, to the end of *February*.

Thus much I thought fit to speak briefly of the proper Names, Degrees, Ages, and Seasons of the several Chases which we Hunt: But having almost forgot some, I shall insert here, as intending to speak somewhat of them, and they are the *Badger*, *Otter*, and Wild *Goat*.

As for the Terms of Art appropriated to Hunting. And now I bring you to the second thing I proposed, *viz.* the Rules and Measures we are to learn and observe in the aforementioned Sports or Chases; and in this we must begin with the Pursuers or Conquerors of these Chases, namely.

Of Hounds.

There are several kinds of Hounds, endued with Qualities suitable to the Country where they are bred; and therefore consult his Country, and you will soon understand his Nature and Use: As for instance, the Western Countries of *England*, and Wood-land, Mountainous Coun-

tries, as alſo *Cheſhire*, and *Lancaſhire*, breed the *ſlow-Hound*; a large great Dog, tall and heavy. *Worceſterſhire*, *Bedfordſhire*, and many other well mixt Soyls, where the Champaign and Covert are equally large, produce the *Middle ſized* Dog, of a more nimble Compoſure than the fore-mentioned, and fitter for Chaſe. *Yorkſhire*, *Cumberland*, *Northumberland*, and the North parts, breed the Light, Nimble, ſwift ſlender Dog. And our open Champaigns train up excellent Grey-Hounds, hugely admired for his Swiftneſs, Strength, and Sagacity. And laſtly, the little *Beagle* bred in all Countries, is of exceeding Cunning, and curious Scent in Hunting.

For the Choice of Hounds we are to rely much on their Colours, and accordingly make our Election. The Beſt and moſt Beautiful of all for a general Kennel, is, the White Hound, with Black Ears, and a black ſpot at the ſetting on of the Tail, and is ever found to be both of good Scent, and good Condition, and will Hunt any Chaſe, but eſpecially the *Hare*, *Stag*, *Buck Roe*, or *Otter*, not ſticking at Woods or Waters. The next is the Black, the blacktann'd, or all Liver-hew'd, or the milk White Hound, which is the true *Talbot*, is beſt for the ſtring, or line, as delighting in Blood; the Largeſt is the comlieſt and beſt. The *Grizled*, uſually ſhag-hair'd, are the beſt Verminers; and ſo fitteſt for the *Fox*, *Badger*, or other hot Scents; a couple of which let not your Kennel be without, as being exceeding good cunning Finders.

For the Shape of your Hound, you muſt conſult the Climate of his Breed, and the natural Compoſition of his Body; but by theſe following Characters you may know a good Hound

Hound. If you like a large, heavy, true *Talbot* like Hound, ſee

His Head be round and thick. Noſe ſhort and upriſing. Noſtrils wide and large. Ears large and down-hanging. Upper-lip-Flews lower than his Nether Chaps. Back ſtrong and riſing. Fillets thick and great. Thighs and Huckle-bones round. Hams ſtreight. Tail long and ruſh grown. The Hair of his Belly hard and ſtiff. Legs big and lean. Foot like a *Fox's*, well clawed and round. Sole dry and hard. All theſe ſhew an able Hound.

If you would chooſe a ſwift light Hound, the *Yorkſhire* one in the generality will pleaſe you; for that (as theſe have) he ought to have a ſlenderer Head, longer Noſe, ſhallower Ears and Flews, broad Back, gaunt Belly, ſmall Tail, long Joynts, round Foot; and in fine of a Gray-Hound-like Make.

Thus much to direct the choice of Hounds; now ſomething ought to be ſpoken of the Compoſition of Kennels, wherein I muſt appeal to the Affection of the Gentleman, the Lover of this Sport, and let him tell me the Reaſons that induced him take pleaſure in Hounds, whether it be he fancies Cunning in Hunting? Or Sweetneſs, Loudneſs, or Deepneſs of Cry? Or for the Training his Horſes? Or for the Exerciſe of his Body only?

If for Cunning Hunting; breed your Dogs from the ſloweſt and largeſt of the forementioned Northern Hounds, and the ſwifteſt and ſlendereſt of the Weſt Country, of both Kinds, approved to be not given to lie off, or look for Advantages, but ſtaunch, fair, even running, and of perfect fine Scent. Theſe will make a Horſe gallop faſt, and not run; being middle-fiz'd; not too ſwift as to

out-run, or too ſlow as to loſe the Scent; are the beſt for the true Art and Uſe of Hunting.

If for Sweetneſs of Cry; compound your Kennel of ſome large Dogs, of deep ſolemn Mouths, and ſwift in ſpending, as the *Baſe* in the Conſort; then twice ſo many roaring, loud ringing Mouths, as the *Counter-Tenor*: And laſtly, ſome hollow plain ſweet Mouths, as the *Mean*: So ſhall your Cry be perfect. Obſerve that this Compoſition be of the ſwifteſt and largeſt deep Mouth'd Dog, the ſloweſt and middle-fiz'd, and the ſhorteſt Legged ſlender Dog. For theſe run even together.

If for Loudneſs of Mouth, chooſe the Loud clanging (redoubling as it were) Mouth, and to this put the roaring, ſpending, and Whining Mouth, which will be loud, ſmart, and pleaſant: Such are for the moſt part your *Shropſhire*, and *Worceſterſhire* Dogs.

If (laſtly) for deegneſs of cry, the largeſt dogs having the greateſt Mouths, and deepeſt flews, are the beſt; ſuch are your Weſt-Country, *Cheſhire*, and *Lancaſhire* Dogs.

But if you have your Kennel for Training Horſes only; then compound your Kennel of the lighteſt, nimbleſt, and ſwifteſt Dogs, ſuch as your Northern Hounds are. For the ſtrong and violent Exerciſes of their Horſes, through the Natural Velocity of their Hounds, in the North parts, have render'd them famous for Truth and Swiftneſs above all other parts of *England*.

Laſtly, If for the Maintenance of your Health, by preventing Infirmities and Groſſneſs of Humours, you compoſe your Kennel; conſult firſt your own Ability for this Exerciſe; and if you think you are able to foot it away, then the Biggeſt and ſloweſt Dogs you can get are beſt.

But

But if you would pad it away through an Unability of footing it, than chooſe the ſloweſt or middle-ſiz'd Hounds, of good Mouths and Noſes, for loud Cry, and ready Scent.

Thus far for the Compoſing a Kennel: I come now to the *Kennel it ſelf*, of which I need ſay little, as indeed unneceſſary, leaving that to the Diſcretion of the *Huntſman*; only I would have him obſerve, that it be built ſome pretty way diſtant from the Dwelling-Houſe, in a warm dry Place, free from Vermine, and near ſome Pond or River of freſh Water; and ſo placed, that the Morning Sun may ſhine upon it. Be ſure to keep it clean, and let them not want freſh Straw every day. Feed them early in the Morning at Sun-riſing, and at Sun-ſet in the Evening. As for the Meat, I leave to the ingenious Huntſman to get when they come from Hunting; after you have fed them well, let them to their Kennel, and waſh their Feet with Beer and Butter, or ſome ſuch thing, and pick and ſearch their Cleys, for Thorns, Stubs, or the like: If it is in *Winter*, let a Fire be made, and let them beak and ſtretch themſelves for an hour or ſo at the fire, and ſuffer them to lick, pick, and trim themſelves; hereby to prevent the *Diſeaſes* incident to them, upon ſudden Cooling, as the *Mange*, *Itch*, *Fevers*, &c.

But before I treat of the keeping your Hounds in Health by curing their Diſeaſes, I muſt ſpeak a Word or two of the way to *Breed good Whelps*, viz. Having a Hound and a Bratch of that general Goodneſs in Size, Voice, Speed, Scent, and Proportion you like, put them together to ingender in *January*, *February*, or *March*, as the propereſt Months for Hounds, Bitches, and Bratches to be Limed in; becauſe of not *loſing time* to

enter them. When you put them together, obſerve, as near as you can, if the *Moon* be in *Aquarius* or *Gemini*; becauſe the Whelps will then never run Mad, and the Litter will be double as many Dogs, as Bitch-Whelps. When your Bitch is near her *Whelping*, ſeparate her from the other Hounds, and make her a Kennel particularly by her ſelf; and ſee her Kennell'd every Night, that ſhe might be acquainted and delighted with it, and ſo not ſeek out unwholſom Places; for if you remove the Whelps after they are Whelp'd, the Bitch will carry them up and down till ſhe come to their firſt Place of Littering; and that's very dangerous. Suffer not your Whelps to Suck above two Months, and then *Wean* them.

When your Whelps are brought up, *enter* them not into Hunting till they are at leaſt a Year and half old: That is, if whelpt in *March*, enter them *September* come Twelve Month; if in *April*, in *October* come Twelve Months after, *&c.*

When you would *enter* them, bring them abroad, with the moſt Staunch and beſt Hunting Hounds; (all babling and flying Curs being left at home:) and a *Hare being the beſt entering Chaſe*, get a *Hare* ready before, and putting her from her Form, view which way ſhe takes, and then lay on your Hounds, giving them all the Advantages may be; if ſhe is caught, do not ſuffer them to break her, but immediately taking her, ſtrip off her Skin, and cutting her to pieces, give every part to your young Whelps; and that will beget in them a Delight in Hunting.

Diſeaſes incident to Dogs, and their Cures.

For Sick Dogs. Take Sheeps-heads, Wooll and all, hack, and bruiſe them into pieces, make Pot-

Pottage of it with Oatmeal, and *Penny-Royal*, and give it warm.

Lice and Fleas. Boyl four or five handfuls of *Rue*, or *Herb of Grace*, in a Gallon of running Water, till a Pottle be conſumed, ſtrain it, and put two Ounces of *Staves-acre* poudered, and bathe them with it warm.

Itch. Take Oyl of *Flower-de-Lys*, Powder of *Brimſtone*, and dry'd *Elicampane-Roots*, of each a like quantity, and *Bay-Salt* powdered; mix theſe Powders with the Oyl, and warm it, anoint, ſcratch and make it bleed, it will do well.

Tetter. Take *Black Ink*, Juice of *Mint* and *Vinegar*, of each alike, mix them altogether with Powder of *Brimſtone* to a Salve, and anoint it.

Worms. Give your Hound *Brimſtone* and new *Milk*, it will kill them.

Gauling. May *Butter*, yellow *Wax*, and unſlackt *Lime*, made to a Salve, and Anoint therewith, is a preſent Remedy.

Mange. Take two Handfuls of *Wild-Creſſes*, of *Elicampane*, of the Leaves and Roots of *Roerb* and *Sorrel*, the like quantity, and two Pound of the Roots of *Frodels*, Boyl them all well in Lye and Vinegar, ſtrain it, and put therein two Pound of *Grey Soap*, and after 'tis melted, rub your Hound with it four or five days together.

For any Ear Diſeaſe. Mix *Verjuice* and *Chervile* Water together, and drop into his Ears a ſpoonful or two, Morning and Evening.

Sore Eyes. Chew a Leaf or two of *Ground-Ivy*, and ſpit the Juice into his Eyes.

Surbaiting. Waſh his Feet with *Beer* and *Butter*, and bind young red *Nettles* beaten to a Salve to his Soles.

Biting by Snake, Adder, &c. Beat the Herb *Calaminth* with *Turpentine*, and yellow *Wax* to a Salve, and apply it. To expel the inward Poyſon, give the ſaid Herb in Milk.

Biting by a Mad Dog. Waſh the place with *Sea-Water*; or ſtrong *Brine*, will Cure him. The quantity of a Hazel-Nut of *Mithridate*, diſſolved in Sweet Wine, will prevent inward Infection.

Madneſs. Laſtly, If your Hound be Mad, which you will ſoon find by his ſeparating himſelf from the reſt, throwing his Head into the Wind, foaming and ſlavering at Mouth, ſnatching at every thing he meets, red fiery Eyes, ſtinking filthy Breath; then to Knock him in the Head, is a preſent Remedy, and you'l prevent infinite Dangers.

And now I proceed to give ſome brief Inſtructions for Hunting the ſeveral Chaſes, *viz.* the *Time when?* and the *Manner how?*

Having your Kennel of Hounds in good order and plight, lead them forth, and to your Game; only take this Caution; do not forget to have in your Pack a couple of *Hounds*, called *Hunters in the High-wayes*, that will Scent upon hard Ground, where we cannot perceive Pricks or Impreſſions; and let a couple of *Old ſtench Hounds* accompany you, by whoſe ſure Scent, the too great Swiftneſs of the young and unexperienced Ones may be reſtrained and regulated.

Of Hart or *Stag-Hunting.*

To underſtand the *Age* of this our Game, it is known by ſeveral Marks, amongſt which this is the moſt authentick: That if you take

his

his view in the ground, and perceive he has a large Foot, a thick Heel, a deep Print, open Cleft and long ſpace, then be aſſured he is Old; as the Contrary concludes him Young.

To find him? Examine the following Annual, or Monethly.

November, in Heaths among Furs, Shrubs, and Whines.

December, in Foreſts among thick and ſtrong Woods.

January, in Corners of the Foreſts, Corn-fields, *Wheat*, *Rye*, &c.

February and *March*, amongſt Young and thick Buſhes.

April and *May*, in Coppices and Springs.

June and *July*, in Out-Woods and Purlieus neareſt the Corn-fields.

September and *October*, after the firſt ſhowers of Rain, they leave their Thickets, and go to Rut, during which time there is no certain place to find them in.

When you have found him in any of theſe places, be careful to go up the Wind; and the beſt time to find him is before *Sun-riſing*, when he goes to feed; then watch him to his Leir, and having lodged him, go and prepare; if he is not forced, he will not budge till Evening. Approaching his Lodging, caſt off your *Finders*, who having Hunted him a Ring or two, caſt in the reſt; and being in full Cry and maine Chaſe, Comfort and Cheer them with Horn and Voice. Be ſure to take notice of him by ſome *Mark*, and if your Dogs make *Default*, rate them off and bring them to the *Default* back, and make them caſt about till they have undertaken the firſt *Deer*; then cheer them to the utmoſt, and ſo continue till they

they have either ſet up or ſlain him. It is the Nature of a *Stag*, to ſeek for one of his kind, when he is Imboſt or weary, and beating him up, ly down in his place; therefore have a watchful eye unto *Change*. As likewiſe by taking *Soil* (i. e. Water) he will ſwim a River juſt in the middle down the Stream, covering himſelf all over, but his Noſe, keeping the middle, leaſt by touching any Boughs he leave a Scent for the *Hounds*; And by his Croſſings and Doublings he will endeavour to baffle his Perſuers: In theſe Caſes have regard to your *Old Hounds*, as I ſaid before. When he is Imboſt or weary, may be known thus: By his Creeping into holes, and often lying down, or by his running ſtiff, high and lumpering, ſlavering and foaming at Mouth, ſhining and blackneſs of his Hair, and much Sweat; and thus much for *Stag* or *Hart Hunting*. As for the *Buck* I ſhall not ſpeak any thing, for he that can Hunt a *Stag* well, cannot fail Hunting a *Buck* well. As likewiſe for the *Roe Hunting*, I refer you to what is ſpoken of the *Hart* or *Stag*.

Of Hare Hunting.

As for the *Time*, the moſt proper to begin this Game, note; That about the middle of *September* is beſt, and to end towards the latter end of *February*, when ſurceaſe, and deſtroy not the young early Brood of *Leverets*; and this Seaſon is moſt agreeable likewiſe to the nature of *Hounds*; moiſt and cool. Now for the *Place* where to find her, you muſt examine and obſerve the Seaſons of the Year; for in Summer or Spring time, you ſhall find them in Corn-fields and open places, not ſitting in Buſhes, for fear of Snakes, Adders,

&c.

&c. In *Winter* they love Tuffs of Thorns and Brambles, near Houſes: In theſe places you muſt regard the *Oldneſs* or *Newneſs* of her *Form* or *Seat*, to prevent Labour in Vain: If it be plain and ſmooth within, and the Pad before it flat and worn, and the Prickles ſo new and perceptible, that the Earth ſeems black, and freſh broken, then aſſure your ſelf the Form is new, and from thence you may Hunt and recover the *Hare*; if the contrary, it is old, and if your *Hounds* call upon it, rate them off. When the *Hare* is ſtarted and on Foot, ſtep in where you ſaw her paſs, and hollow in your *Hounds* till they have undertaken it, then go on with full Cry. Above all, be ſure to obſerve her firſt Doubling, which muſt be your direction for all that day; for all her other after Doublings, will be like that. When ſhe is thus reduced to the *ſlights* and *ſhifts* ſhe makes by Doublings and Windings, give your Dogs *Time* and *Place* enough to caſt about your Rings, for unwinding the ſame; and obſerve her *leaps* and *skips* before ſhe ſquat, and beat curiouſly all likely places of Harbour: She is ſoon your Prey now.

Of Coney-Catching.

Their *Seaſons* are always, and the way of taking them thus: Set Purſenets on their Holes, and put in a *Ferret* cloſe muzzled, and ſhe will boult them out into the Nets: Or blow on a ſudden the Drone of a Bag-Pipe into the Burrows, and they will boult out: Or for want of either of theſe two, take Powder of *Orpiment* and *Brimſtone*, and boult them out with the Smother: But pray uſe this laſt ſeldom, unleſs you would deſtroy

deſtroy your Warren. But for this ſport *Hays* are to be preferred above all.

Of Fox-Hunting.

January, *February*, and *March*, are the beſt Seaſons for Hunting the *Fox* above Ground, the Scent being then ſtrong, and the coldeſt Weather for the *Hounds*, and beſt finding his Earthing. Caſt off your ſure Finders firſt, and as the *Drag* mends, more; but not too many at once, becauſe of the Variety of Chaces in Woods and Coverts. The Night before the Day of Hunting, when the *Fox* goes to prey at Midnight, find his Earths, and ſtop them with Black-Thorns and Earth. To find him draw your *Hounds* about Groves, Thickets, and Buſhes near Villages; Pigs and Poultry inviting him to ſuch Places to Lurk in. They make their Earths in hard Clay, ſtony Grounds, and amongſt Roots of Trees; and have but one Hole ſtraight and long. He is uſually taken with *Hounds*, *Grey-Hounds*, *Terriers*, *Nets* and *Gins*.

Of Badger Hunting.

This Creature has ſeveral Names, as *Gray*, *Brock*, *Boreſon*, or *Bauſon*; and is hunted thus. Firſt go ſeek the Earths and Burrows where he lieth, and in a clear Moon-ſhine Night, ſtop all the Holes but one or two, and in theſe faſten Sacks with drawing Strings; and being thus ſet, caſt off your *Hounds*, and beat all the Groves, Hedges, and Tuffs within a mile or two about, and being alarm'd by the Dogs they will repair to their Burrows and Kennels, and running into the Bags, are taken.

Of

Of the Martern or wild Cat.

These two Chases are usually hunted in *England*, and are as great Infesters of Warrens, as the two last mentioned Vermine, but are not purposely to be sought after; unless the Huntsman see their place of Prey, and can go to it; and if the *Hound* chance to cross them, sport may be had. But no Rule can be prescribed how to find or hunt them.

Of the Otter.

This Creature useth to lye near Rivers in his Lodging, which he cunningly and artificially builds with Boughs, Twigs and Sticks. A great Devourer of Fish. It is a very sagacious and exquisitely Smelling Creature, and much Cunning and Craft is required to hunt him But to take him, observe this in short. Being provided with *Otter-Spears* to watch his Vents, and good *Otter-Hounds*, beat both sides of the River's Banks, and you'll soon find if there is any. If you find him, and perceive where he swims under Water, get to stand before him when he *Vents*, (*i. e.* takes breath) and endeavour to strike him with the Spear: If you miss him, follow him with your *Hound*, and if they are good for *Otter*, they will certainly beat every Tree root, *Bul-rush Bed*, or *Osier-Bed*, so that he cannot escape you.

Of the wild Goat.

The *Wild-Goat* is as big and as fleshy as a *Hart*, but not so long-legg'd. The best time for hunting them is, at *All-hallontide*; and having observed the Advantages of the Coasts, Rocks, and

Places

Places where the *Goats* lie, ſet Nets and Toils towards the Rivers and Bottoms; for 'tis not to be imagined, the Dogs can follow them down every place of the Mountains. Stand ſome on the tops of the Rocks, and as occaſion offers throw down Stones; and place your Relays at the ſmall Brooks or Waters, where the *Goat* comes down; but let them not tarry till the *Hounds* come in, that were caſt off.

Thus much for Hunting.

Of RIDING.

HERE we mu't firſt examine the Ends and Deſign of our propoſing this Art to our ſelves, and accordingly lay down as briefly as may be the neceſſary Rules and Leſſons are to be obſerved and learnt; and I take theſe to be the uſual Perfections we aim at, *To ride well the great* Horſe, *for the Wars or Service, and the* Horſe *for Pleaſure*; of both which as conciſely as I can, in their order.

We muſt begin with *Taming a young Colt*. After you have kept him at home ſome time, and made him ſo Familiar with you, as to ſuffer *Combing*, *Currying*, *Handling*, and *Stroaking* any part, 'tis high time then to offer him the Saddle, which you muſt lay in the *Manger* firſt, that by its ſmell, he may not be afraid of it, or the *Styrrups* Noiſe. Then gently ſaddling him (after his dreſſing) take a ſweet *Watering Trench*, anointed with Honey and Salt, and place it in his Mouth ſo, that it may hang directly over his

Tiſh;

Tush; then lead him abroad in your hand, and Water him; and after he has ſtood an hour rein'd take off his Bridle and Saddle, and let him feed till Evening; then do as in the Morning; dreſs and Cloath him, having *Cheriſht*, by the Voice delivered ſmoothly and gently; or by the Hand by gently ſtroaking and clapping him on the neck, or Buttock; or laſtly by the *Rod*, by rubbing it on his Withers or Main.

On the next day as before; and after that, put him on a ſtrong *Muſrole*, or ſharp *Cavezan*, and *Martingale*; which is the beſt guide to a Horſe for ſetting his head in due place, forming the Rein, and appearing Graceful and Comely; it Corrects the yerking out his Head, or Noſe, and prevents his running away with his Rider. Obſerve therefore to place it right, that it be not buckled ſtraight, but looſe, and ſo low, that it reſt on the tender Grizſle of his Noſe, to make him the more ſenſible of his fault, and Correction; and ſo as you ſee you win his Head, bring him ſtraighter by degrees; let him but gently feel it, till his Head be brought to its true perfection.

Having obſerved this well, lead him forth into ſome ſoft or new Plowed Land, trot him about in your hand a good while: Then offer to Mount; if he refuſe to ſuffer you, trot him again; then putting your foot into the *Styrrop*, mount half way; if he takes it impatience, correct him, and about again; if not, cheriſh him, and place your ſelf a moment in the Saddle, diſmount, cheriſh, and feed him with *Graſs*, or *Bread*: All things being well, remount, even in the Saddle, keeping your Rod from his Eye; then let one lead him by the *Chaff-Halter*, and ever and anon make him ſtand, and cheriſh him, till he will of

his

his own accord go forward; then come home, alight gently, *dreſs and feed him well.* This Courſe in few dayes will bring him to Trot, by following ſome other Horſe-man, ſtop him now and then gently, and forward; not forgetting ſeaſonable *Cheriſhings* and *Corrections*, by Voice, *Bridle*, *Rod*, *Spurs*.

Being thus brought to ſome certainty of *Rein*, and *Trotting* forth-right, then to the treading *forth of the large Rings*. And here firſt examine your Horſes Nature, before you chooſe your Ground, for, if his Nature be dull and ſloathful, yet ſtrong, then *New-Plow'd-Field* is beſt; if *Active*, *Quick*, and *Fiery*, then *Sandy-ground* is to be preferred; in the moſt proper of which mark out a large Ring, of a Hundred paces circumference. Walk about it on the right ſeven or eight times, then by a little ſtraightning your right Rein, and laying your left leg calf to his ſide, make a half Circle within the Ring upon your right down to its Center; then by ſtraightning a little your left Rein, and laying your right Leg Calf to his ſide, make a half Circle to your left hand, from the Center to the outmoſt Verge, and theſe you ſee contrary turned make a Roman S. Now to your firſt large Compaſs, walk him about on your left hand, as oft as before on the right, and change to your right within your Ring; then Trot him firſt on the right-hand, then on the left, as long as you judge fit, and as often Mornings and Evenings, as the Nature of your Horſe ſhall require. In the ſame manner you may make him to *Gallop* the ſame Rings, though you muſt not enter it all at once, but by degrees, firſt a Quarter, then a Half-quarter; and the Lightneſs and Cheerfulneſs of your Body, not the Spur, muſt induce him to it.

The

The next Leſſon is to *Stop Fair, Comely*, and without Danger. Firſt ſee that the Ground be hard and firm, then having cheriſht your Horſe, bring him to a ſwift Trot, about Fifty Paces, and then ſtraightly & ſuddenly draw in your Bridle hand; then eaſe a little your hand to make him give backward, and in ſo doing, give him liberty and cheriſh him; then drawing in your Bridle hand, make him retire, and go back; if he ſtrike, eaſe your hand: if he refuſe, let ſome by-ſtander put him back, that he may learn your intention and thus he may learn theſe two Leſſons at once.

To Advance before, when he ſtoppeth, is thus taught: When you ſtop your Horſe, without eaſing your hand, lay cloſe and hard to his ſides both Calves of your Legs, and ſhaking your Rod cry, *Up, Up*; which he will underſtand by frequent Repetition, and Practice: This is a Graceſull, and Comely Motion, makes a Horſe Agile, and Nimble, and ready to turn; and therefore be careful in it: That he take up his Legs Even together, and bending to his Body; not too high, for fear of his coming over; not ſprawling, or pawing; or for his own pleaſure; in theſe faults correct him with Spur and Rod.

To *Yerk out behind* is the next Leſſon, thus learnt, Preſently upon your making him ſtop give him a good briſk jerk near his Flank, which will make him ſoon underſtand you. When he does it, cheriſh him; and ſee he does it comely, for to yerk out his hinder Legs, till his Forelegs be above Ground, is not graceful; or one Leg yerk't farther out than the other; or one Leg out while the other is on the Ground; in this caſe a ſingle Spur on the faulty ſide, is beſt. But to help him in Yerking, ſtaying his Mouth on the Bridle,

Bridle, ſtriking your Rod under his Belly, or touching him on the Rump with it.

To *Turn readily on both hands*, thus: Bring his large Rings narrower, and therein gently walk him, till acquainted. Then carry your Bridle-hand ſteady and ſtraight, the outmoſt rather ſtraighter than the inmoſt Rein, to look from, rather than to the Ring; trot him thus about, on one ſide and the other ſucceſſively, as aforeſaid. After ſome time ſtop, and make him advance twice or more, and retire in an even Line; then ſtop and cheriſh him. To it again, after the ſame manner, making him lap his outmoſt Leg above a foot over his Inner. And thus the *Terra a Terra*, *Incavalere & Chambletta*, are all taught together. Perfect your Horſe in the large Ring, and the ſtraight Ring is eaſily learnt.

Your Horſe being brought thus far to perfection, with the *Muſrole* and *Trench*, now let a gentle *Cavezan* take their place; with a ſmooth Cannon-Bit in his Mouth, and a plain watering Chain, Cheek large, and the Kirble thick, round and big, looſely hanging on his nether Lip; and thus mount him, and perfect your Horſe with the *Bit* in all the aforeſaid Leſſons, as you did with the *Snaffle*; which indeed is the eaſier to be done of the two.

To teach your Horſe *To go a ſide*, as a neceſſary Motion for ſhunning a blow from an Enemy, is thus: Draw up your Bridle hand ſomewhat ſtraight, and if you would have him go on the Right, lay your left Rein cloſe to his Neck, and your left Calf likewiſe cloſe to his ſide (as in the *Incavalere* before) making him lap his left Leg over his Right; then turning your Rod backward jerking him on the left hinder Thigh gently, make him

him to bring to the right ſide his Hinder parts, and ſtand as at firſt in an even direct Line: Then make him remove his Fore parts more, that he may ſtand as it were Croſs over the even Line, and then bring his hinder parts after, and ſtand in an even Line, again. And thus you muſt do, if you would have him go on the Left hand, uſing your Corrections and Cheriſhings on the right. Uſe it, and you may be ſure of Perfection.

For the *Carreere*, only take this: Let it not extend in length above ſix ſcore yards, give your Horſe warning before you ſtart him by the Bridle hand, and running full ſpeed, ſtop him ſuddenly, firm and cloſe on his Buttock.

For the *Horſe of Pleaſure*, theſe following Leſſons are to be learnt. As firſt to *Bound aloft*, to do which: Trot him ſome ſixteen yards, then ſtop, and make him twice advance; then ſtraighten your Bridle-hand; then clap briskly both your Spurs even together to him, and he will riſe, tho' it may at firſt amaze him; if he does it, cheriſh him, and repeat it often every day, till perfect.

Next to *Corvet* and *Capriole* are Motions of the ſame nature, and in ſhort are thus taught. Hollow the ground between two joyning Walls a Horſes length, by the ſide of which put a ſtrong ſmooth Poſt of the ſame length from the Wall, and faſten at the Wall an Iron Ring over againſt the Poſt: Thus done, ride into the hollow place, and faſten one of the *Cavezan* Reins to the Poſt, and the other to the Ring; then cheriſh him, and by the help of the Calves of your Legs, make him advance two or three times; then pauſe, and Cheriſh him; make him advance again a dozen times more, and then reſt;

double

double your Advancings, and repeat them till it becomes habitual to him, to keep his Ground certain, advance of an *equal hight* before and behind, and observe a *due Time* with the motions of your Legs. The Inequality of his advancing his hinder Legs, is helpt by a Jerk on the Fillets by some body behind him with a Rod.

Of RACING.

A Racer must have the *Fineſt Cleaneſt Shape* poſſible, and above all, *Nimble*, *Quick*, and *Fiery*, *apt to Fly with the leaſt Motion*; nor is a long Bodied contemptible, it aſſuring *Speed*, tho' it ſignifies *Weakneſs* too. The *Arabian*, *Barbary*, or his Baſtard, are eſteemed the beſt for this Uſe, theſe excelling *Jennets*, tho' they are good too.

Having furniſhed your ſelf with a Horſe thus qualified, you are to obſerve his right and due *Ordering*, before your deſigned *Racing*. *Bartholomew-tide* is the moſt proper time to *take him from Graſs*; the day before being Dry, Fair, and Pleaſant: That Night let him ſtand conveniently, to empty his Body; the next day *Stable* him, and feed him with *Wheat-ſtraw* that day, and no longer; leſt you exceeding that time, it ſtraighten his *Guts*, heat his *Liver*, and hurt his *Blood*; for want of *Straw*, Riding him Morning and Evening to Water, Airing, or other moderate Exerciſes will ſerve. Then feed him with good old ſweet *Hay*, and according to the Seaſon, and Temperature of his Body clothe him; for a *Smooth*

Coat

Coat ſhews *Cloth* enough, and a *Rough Coat* want of it. Obſerve likewiſe where you *Water*, your *Race-Horſe*, that it be a Running *Water*, or clear *Spring*, far diſtant (a Mile or more) from the *Stable*, adjoyning to ſome *Level*; where after he has once well drank Gallop him, and ſo Water and Scope him till that he refuſe to drink more, for that time; then Walk him gently Home (being an Hour on your way, or more) clothe, and ſtop him round with ſoft *Whiſps*, and let him ſtand an Hour upon his *Bridle*, and after feed him with ſweet ſound *Oats*, throughly dryed either with *Age*, *Kilne*, or *Sun*; if he be low of fleſh, or bad Stomacht, add a third part of clean Old *Beans*, or two parts of *Oats*, or Waſh his *Oats* in ſtrong *Beer* or *Ale*.

For *Dreſſing* take theſe Rules. *Dreſs* your Horſe twice a day, before you Water him, both Morning, and Evening, thus: *Curry* him after he is uncloath'd, from his *Ear-tips* to his *Tayle*, and his whole Body intirely (ſave his Legs under the Knees, and Cambrels) with an *Iron-Comb*; then Duſt him, and Rub him with a Bruſh of *Briſtles* over again; Duſt him again, and wetting your hand in clean Water, rub off all the looſe Hairs, and ſo rub him dry as at firſt; then with a fine *Hair Cloth* rub him all over; and laſtly, with a fine Linnen Cloth; and then pick his Eyes, Noſtrils, Sheath, Cods, Tuel, and Feet clean.

The beſt Food for your *Racer*, is good, ſweet, well dryed, ſunned, and beaten *Oats*: Or elſe Bread made of one part Beans, and two parts *Wheat* (*i. e.*) two Buſhels of *Wheat*, to one of *Beans*, ground together: Boult through a fine Range half a Buſhel of fine *Meal*, and bake that into two or three Loaves by it ſelf, and with water

and

and good ſtore of *Barm*, knead up, and bake the reſt in great Loaves, having ſifted it through a *Meal-ſieve*: (But to your finer, you would do well to put the whites of Twenty or thirty *Eggs*, and with the *Barm* a little *Ale*, 'tis no matter how little water:) With the Courſer feed him on his Reſting days, on his Labouring days with the finer.

The beſt time for feeding your *Runner* on his Reſting days is, after his Watering in the Morning, at One a Clock at Noon, after his watering in the Evening, and at nine or ten a Clock at nights: On his Days of Labour, two Hours after he is throughly Cold outwardly and inwardly, as before.

As for the Proportion of Meat, I ſhall not confine your Love to a Quantity, only give him a little at once, as long as his Appetite is Good: When he begins to fumble and play with his Meat, hold your hand, ſhut up your Sack,

As for his *Exerciſe* it ought to be thrice a Week, as his bodily Condition requires; if he be foul, moderate Exerciſe will break his Greaſe; if clean, then as you judge beſt, taking heed of breaking his Mettle, or diſcouraging him, or lamming his Limbs. Before you air him, to add to his Wind, it is requiſite to give him a raw Egg broken in his Mouth: if your Horſe be very fat, air him before Sun riſing and after Sun-ſet; if lean, deprive him not of the leaſt ſtrength and Comfort of the Sun you can deviſe. To make him Sweat ſometimes by courſing him in his Cloaths is neceſſary, if moderate; but without his Cloaths, let it be ſharp and ſwift. See that he be empty before you courſe him; and it is wholeſome to waſh his Tongue and Noſtrils with *Vinegar*, or *piſs* in his Mouth, before you back him. And after his Exerciſe, cool him before you come home, houſe, litter,

litter and rub him well and dry; then cloath him, and give him after every Course a Scouring thus prepared.

For scouring a Race-Horse,

Take 20 *Raisins* of the *Sun* stoned, 10 *Figs* slit in the midst, boyl them till they be thick in a Pottle of fair Water, mix it with Powder of *Annis-seeds*, *Lycoras*, and *Sugar-candy*, till it come to a stiff Paste, make them into round Balls, roul them in Butter, and give him three or four of them the next morning after his Course, and ride him an hour after, and then set him up Warm. Or this may be preferred, being both a Purge and a Restorative, a Cleanser and a Comforter, thus prepared.

Take three Ounces of *Annis-seeds*, six Drams of *Cummin-seeds*, one Dram and half of *Carthamus*, one Ounce and two Drams of *Fenn-greek-seed*, one Ounce and half of *Brimstone*; Beat all these to a fine Powder, and searse them; then take a Pint and two Ounces of *Sallet-Oyl*, a Pint and half of *Honey*, and a Pottle of *White-Wine*; then with a sufficient Quantity of fine white Meal, knead and work all well into a stiff Paste; keep it in a clean Cloath, for use. When occasion requires, dissolve a Ball of it in a Pail of Water, and after Exercise give it him to drink in the Dark, that he may not see the Colour, and refuse it: If he does refuse, let Fasting force him to be of another mind.

To conclude, these Instructions, I will give you 'em in short before you run, and then away as fast as you can.

Course not your Horse hard four or five days before your Match, lest you make his Limbs sore, and abate his Speed.

Muzzle him not (except a foul Feeder) above two or three Nights before the Race, and the Night before his bloody Courſes.

Give him ſharp, as well as gentle, Courſes on the Race he is to run.

Shoe him a day before you run him.

Let him be empty on the Match Day.

Saddle him in the Stable, and fix to him the Girths and Pannel with Shoe-makers Wax.

Lead him with all Gentleneſs to his Courſe, and let him ſmell other Horſes Dung to provoke him to ſtale, &c.

And Laſtly, being come to the ſtarting place, rub him well, uncloath him; then take his Back, and the Word given, with all Gentleneſs and Quietneſs poſſible, ſtart and away; *And God ſpeed you well.*

School *of* Recreation: *How to make Artificial Fire-works of all ſorts, for Pleaſure*, &c.

OF Artificial Fire-works for Recreation, there are three general ſorts, *viz.* Thoſe that aſcend or mount in the Air. Thoſe that conſume on the Earth: And ſuch as burn on the Water. And theſe are again divided into three Particulars, *viz.* For the Air, the Sky-Rocket, the flying Sauciſſon, and Balloon: For the Earth, the Ground-Rocket, the fiery Lances, and the Sauciſſons deſcendent. For the Water-Globes or Balls, double Rockets, and ſingle

single Rockets; and of these in their particular Orders, to make them, and such other Matters, as may occur relating to Fire-works.

But before I enter particularly on them, it will not be amiss to give the Unlearned Instructions for making his Moulds for Rockets, &c.

This Mould must be of a substantial piece of Wood, well season'd, and not subject to split or warp; and first the Caliber or Bore of it, being an Inch in Diameter; the Mould must be six Inches long, and Breech an Inch and half; the Broach that enters into the Choaking part, three Inches and a half long, and in Thickness a quarter of an Inch. The Rowler on which you wrap the Paper or Paste board, being three quarters of an Inch Diameter, and the Rammer somewhat less, that it may easily pass and re-pass, made hollow to receive the Broach; for the Cartoush Coffin must be filled with the Materials, the Broach being in.

If the Bore be two Inches Diameter, the Rocket must be twelve Inches in Length: If an Inch and a half in Bore, then nine Inches Long, and so proportionably to any other Diameter. The Cartoush or Case must be either strong Paper or fine Paste-board, choaked within an Inch and a quarter of the Top, rowled on the Rowler with a thin Paste, to keep the Doublings the higher together, that it may have the greater force and higher flight. Having thus far considered your Mould and Cartoush or Case, I proceed to the Composition and filling part, &c.

A Sky-Rocket, *how to make it*, &c.

In the Composition of your filling Materials be very cautious that you exceed not the just

Proportion, for which I ſhall give Directions to be a Standard in this caſe, *viz.* Having beat a Pound of Powder very fine, and ſifted it through a Lawn Sieve that no whole Corns remain in it; do the like by two Ounces of Charcole; then ſift them together, ſo that they may mix well, which done, fill a ſmall Rocket with this Mixture, and if it break in Mounting before it come to the ſuppoſed height, or burns out too fierce, then is there too much Powder, and more fine ſifted Charcole muſt be added; but if there be too much Charcole in the Compoſition, then upon tryal it will not aſcend, or very little.

Obſerve in charging your Rocket, at every quarter of an ounce of Ingredients or thereabouts, you ram it down very hard, forcing your Rammer with a wooden Mallet, or ſome weighty piece of Wood, but no Iron or Stone, for fear any Sparkles of Fire fly out and take your Combuſtible Matter; ſo fill it by degrees: If you deſign neither to place Stars, Quills, or ſmall Rockets on its Head, you may put in about an Inch and a half of dry Powder for the Bounce, but if you are to place the fore-mention'd things on the Head of a great Rocket, you muſt cloſe down the Paper or Paſte-board very hard, and prick two or three holes with a Bodkin, that it may give fire to them when it Expires, placing a large Cartouſh or Paſte-board on the head of the Rocket, into which you muſt put the Stars or ſmall Rockets, Paper-Serpents, or Quill-Serpents; of which I ſhall ſpeak more hereafter.

Note further, That if you would have your Rocket ſparkle much, you muſt put ſome groſly bruiſed Salt peter into the Compoſition; but then it muſt not lie long before it be let off, for fear

fear it give and damp the Powder. If you would have it leave a blue Stream, as it aſcends, put fine beaten and ſifted Sulphur into it, but of neither of theſe more than a third part of Charcole; and in this manner greater and leſſer Rockets are made, but the leſſer muſt have more Powder and leſs Charcole than the greater, by a fifth part in ſix.

Golden Rain, and Golden Hair.

For Golden Rain, or ſtreams of Fire, that will when at height, deſcend in the Air like Rain: Take large Gooſe-Quills, take only the hollow Quill as long as may be, fill it with beaten Powder and Charcole; as for the Air Rocket only add a little Powder of Sulphur. Being hard filled to a quarter of an Inch, ſtop that with wet Powder, called Wild-fire; place as many as you think convenient on the Head of a great Rocket, paſted on in a Rowl of Paper, ſo that it may not fall off till the Rocket burſts, there being a little dry Powder in it to force the end when the ſtream of fire ceaſes, at which time they taking, will appear like a ſhower of Fire of a golden Colour, ſpreading themſelves in the Air, and then tending directly downwards. This is to be conſidered when you ſtand directly, or ſomething near under them; but if you are at ſome diſtance, then they will appear to you like the Blazing Tail of a Comet or Golden Hair.

Silver Stars, How to make them.

To make Stars that will expand in Flame, and appear like natural Stars in the Firmament for a time: Take half a Pound of Salt-peter, the like quantity of Brimſtone, finely beaten together,

ſifted and mingled with a quarter of a Pound of Gunpowder ſo ordered: Then wrap up the Compoſition in Linnen Rags or fine Paper, to the quantity of a Walnut, bind them with ſmall Thread, and prick holes in the Rag or Paper with a Bodkin, and place ſix or ten of them on the Head of a great Rocket, as you did the Quills, and when the Rocket expires, they take fire and ſpread into a Flame, hovering in the Air like Stars, and deſcend leiſurely till the matter is ſpent that gives them light.

Red fiery Colour'd Stars, How to make them.

Take in this Caſe half a Pound of Powder, and double the quantity of Salt-peter; as much fine flower of Brimſtone as Powder, wet them with fair Water and Oyl of Petrolum till they will ſtick together like Pellets; then make them up ſomewhat leſs than the former, and rowl them in ſifted dry Powder, then let them harden, by drying in the Sun or Air, and place them on a great Rocket, as you did the other Stars, and you will perceive them when the Rocket is at the height, fall, like Bodies or Globes of Fire, in the manner as if real Stars were ſhooting or falling from the Sky, for by reaſon of their wetneſs or denſity they cannot expand into Flame, which occaſions them by the preſſure of their weight to deſcend with greater Impetuoſity till they waſte and vaniſh into Air, *&c.*

Another ſort of Stars that give great Reports in the Air, as if Armies were fighting.

Here you muſt obſerve to place ſix, ſeven, or eight ſmall Rockets on the Head of a great one, filled only with dry Powder, but indifferently ram-

rammed, and on the ends of them holes being prick'd through, place any of the ſorts of Stars, or a mixture, as your fancy leads you; and when the ſmall Rockets go off like Thunder in the Air, the Stars will take fire, ſo that the Noiſe will ſeem to the Spectators as if it proceeded from them, becauſe they will be ſeen on fire before the Sound of the Reports can be heard.

To make Paſte-board Mortars for Balloons.

Theſe ſtately Proſpects of Fire are to be carried into the Air by the force of Powder, by the help of Mortars; and therefore the making of the Mortars are in the firſt place to be conſidered.

Take a Rowler of Wood, about 12 Inches Diameter, and three Foot and a half in Length, wet ſtrong Paſte-board, and rowl upon it as cloſe as may be, glewing the Paſte-board between each Rowling; then being about five Inches thick, bind over it ſtrong pitch'd Rope, though indifferent ſmall: Then choak the Breech of it, which muſt be beyond the length of the Rowler, with a ſtrong Cord; pitch or glue it over that the Powder may not force its vent that way, and ſo when the Mortar is well dry'd, draw out the Rowler, and make it as even as can be; bore a Touch-hole two Inches from the Breech, that it may enter into the hollow of the Mortar, and ſet it by for uſe.

To make Balloons, the rarity of Fire-works.

Take ſtrong Paper, or Paſte-board, rowl it on a 12 Inch Rowler, near as thick as 'tis long, then with a ſtrong ſmall Cord choke it at one end only, leaving a Port-fire, which is a place to put in a Quill of Wild-fire, that will laſt till

being ſhot out of the Mortar it comes to its height; then next to that put on an Ounce and a half of looſe Powder, and place in it as many ſmall Rockets and Stars as it will hold; ſo choak up the other end quite. You may alſo put into it little quills of Wild-fire, then being cloſed up, only a Port-fire remaining, which made of a Quill of Wild fire, as is ſaid, or Stopple, to make which in the cloſe of this Head I ſhall Inſtruct you, Charge the Mortar, being ſet Sloaping upwards with half a Pound of corn Powder, and it will by giving fire at the priming holes, ſend the Balloon up into the Air a prodigeous height, and when it comes to the dry Powder, that will break the Balloon; and then the Stars and Rockets in it taking fire, will ſcatter abroad in various curious Figures delightful to the Spectators; and as they are Cunningly placed, they will repreſent Crowns, Cyphers, Characters, Dates of the Year, &c.

The Airy or flying Sauciſſon, How to make it.

This curious Fire-work muſt be made in the Compoſition matter for filling moſtly of corned Powder, putting before it when you fill the Cartouſh or Caſe as much fine ſifted Powder and Charcole as compoſed for the Rocket, will carry it to its height; leave a hole for the Port-fire in the choaking as big as a Gooſe-Quill will enter filling it with Duſt-Powder and Charcole, and ſo cloſe up the open end, by turning in the Paper or Paſte-board corner-wiſe, either glewing or waxing it down.

Paſte-board Guns to caſt the Sauciſſons into the Air, How to make them.

To make theſe kind of Guns, Take a Row-

Rowler, ſome what leſs than for the Balloon, Rowel on it your Paſte-board, and cord it over with ſtrong Packthread, making their Touch-holes at the bottom, becauſe they muſt be placed upright on a Plank or Board in a Row fixed into the Plank or Board in holes cut proportionable to them, and laſhed faſt to Staples above and beneath with ſtrong Cords, and being charged with a quarter of a Pound of Powder, fire by Match or otherways, given to the Touch-hole underneath the Plank, when the Sauciſſon is lightly put in with the Neck or Port-fire downward, ſo that it may touch the Powder; and this will ſerve for Uſe a conſiderable time.

Sauciſſons for the Earth or Water, To make them.

Make your Cartouſhes or Caſes about 9 Inches long, and an Inch in the Diameter of the Calliber, by Rowling Paper or thin Paſte-board on a woodden Rowler; choak the ends only, leaving at one end a paſſage to thruſt in a Gooſe-Quill filled with Duſt-Powder and Charcole well mixed, at a Port-fire, Glue them over, or uſe ſmall Cord glued or pitched to ſtrengthen the Caſe that it burſt not unſeaſonably by the force of the Compoſition, with which you muſt fill them when you have choaked; only at the Port-fire end, the Compoſition being about 2 Inches, the ſame as the former, the reſt corned Powder, having primed and fixed them on a Plank in a Row about a foot diſtance, lay a train of Stouple, and they will fire gradually, flying about on the Earth or the Water, according as you place them, giving reports like a Volley of Muskets.

This Stouple is uſeful for Trains; and Port-fire

is no more than Cotton-wool well dreſſed in water and Gun-powder dryed in the Sun, or in a clean Swept warm Oven, that it may come ſomewhat near Tinder, but more ſwift and fiercer in its fire when it has Taken.

Fire-Boxes, To make them.

Take a great Cartouſh or Caſe made, as for the Balloon, croud it full of ſmall Rockets or Serpents, with the choaked part downward, prime them with Stouple or Wild-fire; fix it firm on a Pole, make a priming Hole in the ſide towards the lower end, and run in a Quill of fine beaten Powder, and they will fly out (the upper end being left open) one by one as ſwift as may, or if you ſcatter looſe Powder they will fly out ſeveral together with a prodigeous Noiſe, and breaking, imitating a deal of Thunder.

Firey Lances, How to make them.

Theſe are uſually for running on the Water making there a very pleaſant Paſs-time: Their cartouſh or Caſes are made like the ſmall Rocket, with thin Paſte-board glued and rowled up on a wooden Rowler about 9 Inches long: If you would have it carry a long fiery Tail on the Water, the Compoſition muſt be 2 Ounces of Charcole, half a Pound of Brimſtone, half a Pound of Powder, and half a Pound of Salt-peter, or proportionable for ſo many as you make, bruiſed finely and Sifted; but if you would have it burn bright like a Torch, put only four Ounces of Powder to the fore-named quantity of Brimſtone and Salt-peter, without any Charcole-duſt, tying to each Line a Rod in the ſame nature as to the Sky-

Sky-Rocket; but not of that largneſs; and they will float about a long time, making a ſtrange ſhew in a dark Night, their ends being ſo placed on a frame when you give fire, that they may leap out of them ſelves one, two, or three, at a time, or as you deſign them, by putting more or leſs Stouple for Port-fires; ſcatter a very ſmall quantity of looſe Powder underneath.

To make the appearance of Trees and Fountains of Fire.

This is done by placing many little Rockets on the Head of a great one, by paſſing their ſlender Rods through its large Cartouſh; and if they take fire whilſt the Rocket is vigorouſly Aſcending, they will ſpring up like Branches or fiery Trees; but if they go off juſt as the Rocket is ſpent, and Deſcending, they will appear like a Fountain of Fire.

Girondels or Fire-wheels, How to make them.

Take a Wheel of light Wood, like the circle of a Spinning-wheel, on which the Band is placed; tie ſmall Rockets round it in the nature of a Band, ſo faſt that they cannot fly off; and ſo Head to Tail, that the firſt fired when it burſts may give fire to the next, whoſe force will carry the Wheel (which muſt be placed on a ſtrong Pin in the Axeltree) round ſo faſt, that although but one Rocket go off at a time, it will ſeem all on fire, and ſo continue whilſt all are gradually Spent; and this eſpecially at the Angles of great Fire-works are very Ornamental.

Ground-

Ground-Rockets, and the best way of Making Serpents.

The Mould of the Ground-Rocket may be made in all particulars like that for the Sky-Rocket, but less in Length and Circumference, six, seven, or eight Inches being a warrantable Length; rowl on the Cartoush or Case to a moderate thickness; choak it at one end, fill it, the Broach being in as the Sky-rocket; with this composition.

Put but an ounce of Charcole to a Pound of Powder, and about half an Ounce of Salt-peter; beat, mingle and sift them finely; put in about a quarter of an ounce between every Raming till it is full with in an Inch with corned Powder; Lightly Raming it, leaving only so much room as may choak it at that end, cutting then off what hangs over, and leaving it with a picked end; being thus finished, prime it with a little wet Powder, and lay it a drying till you dispose of it for your pass-time.

The Serpent is a kind of a small Rocket; To make them therefore well, make a Case of strong white Paper, about six Inches and a half, the Rowler being about the thickness of a small Arrow, it must have a Head and a Broach proportionable, being Rowled up hard, past the Edg that turns over; choak it with a strong Packthread, and fill it with a Composition of six ounces of Powder to one of Charcole, both beaten finely, sifted and well mingled; put in a little and little at time in, and every time you put any in, Ram it down hard till within an Inch full; then put in corned Powder, press it down gently, and with the end of your Rammer force down the end that stands a little above; so that it may cover the Powder, and then Seal it down with Wax; prime with

with Duſt-Powder, and a little Flower of Brimſtone, and with your Match having a good Coal on it, give fire as you ſee occaſion.

Fiery Globes or Comets, to make them.

Take half a Pound of Powder, two onces of Brimſtone, an ounce of Salt-peter, bruize theſe Groſly, and wet them; Aqua-Vitæ and Oyl of Petrolum, that they may be moulded like a Paſte, that ſo they may be made up into Balls, as big as ordinary Waſh-Balls; then dry them very hard, and wrap them up in Cerecloaths made of Brimſtone, Roſin, and Turpentine, in which make a little whole, and prime with Wild-fire: Put the Ball then into a Sling, and the Wild-fire being Touched, throw it up as high as you can into the Air, and when the body of the Ball fires, it will appear to the Beholders like a fiery Globe, with a Stream or Blaze, like as if a Comet or Blazing Star were Aſcending or Deſcending, according to its height or Declination,

To try the goodneſs of Powder, that you may know its ſtrength.

Obſerve whether it be well dryed and corned, which you have taken notice of, and approved; lay a few Corns ſcattered on a ſheet of white Paper, and fire them; when if they leave a black and ſooty mark behind them, with a noiſom ſmell, and ſindg the Paper, then is that Powder groſs and earthy, and will fail your Expectation, if you uſe it in your Fire-works: But if in the ſprinkling and firing there appear few or no marks, or thoſe of a clear bluiſh Colour, then it is airy and light, well made, full of fire, and fit for Service; half

a Pound of it having more ſtrength than a Pound of the other.

And thus Reader, have I given you an Inſight into the making Fire-works, &c. Such as are very pleaſing, and now uſed on occaſions in all Chriſtian Countries, in making which, by a little practice you may ſoon be perfect.

St. George *and the* Dragon *fighting*, &c. *Alſo Mermaids, VVhales*, &c.

Form your Figures of Paſte-board, Strengthen'd with Wicker, ſmall Sticks within paſted to the Board to keep it hollow, tight, and bearing out; and place a hollow Trunk in the Body for a large Line to paſs through, and likewiſe for a ſmaller to draw them too, and from each other, that they may the better ſeem in Combats, which muſt be faſtened at the *Dragons* Breaſt, and let one end of the Cord be tied, which muſt paſs through the Body of *St. George*, turning about a Pully at the other end, and faſtning it to his Back, and tye another at his Breaſt, which muſt paſs through the Body of the *Dragon*, or a Trunk at his Back; and ſo returning about a Pully at that end, it muſt be drawn ſtreight, and faſtened to the *Dragons* Tail; ſo that as you turn that Wheel, they will run furiouſly at each other, and as you pleaſe you may make them retreat and meet again, Soaping the Line to make them ſlip the eaſier; at the *Dragons* Tail, in his Mouth and Eyes you muſt fix Serpents, or ſmall Rockets, which being fired at their ſetting out, will cauſe a dreadful ſight in a dark Night.

Thus a Mermaid, or a Whale, may be made to float on the Water, but then the Figure muſt be

be fixed on a convenient piece of Board, with two fire Wheels fixed on an Axle, run through the poiſed part of the Body, by the force of which it moves in a ſwift Line in the Water; the Wheels muſt have little Rockets or Serpents tyed round them, as the Girondel before mentioned.

A Fire-Drake on a Line.

Having made the Figure of Paſte-board to the proper Form of a Dragon with Paſte-board and Wicker, as has been taught before, make a hollow Trunk through the Body of it for a great Line to paſs through, and faſten ſmall Lines to draw it too and from you at the breaſt and Tail of the Drake; put into the Eyes, Mouth and Tail of it Rockets ſo fixed, that they cannot fly out, as you may put Wild-fire Rowled up hard and long in Paper: Then fire that in the Eyes and Mouth firſt, and draw it with Pullies from one end of the Line to the other; then that in the Tail, and draw it back, and it will ſeem as retreating from danger, with fire coming out of the Belly of it.

A Burning Caſtle and Dragon on the Water.

Make the Dragon of Paſte-board and Wicker, as before; The bottom of the Caſtle of Light Wood, and the work of Paſte-board with Paper, Turrets and Battlements of a foot height, in the Portal of the Caſtle faſten a Line that it may come level with the Water, and therefore ſome part of the Caſtle muſt be under Water; this Line muſt be faſtened to the other ſide of the Water, or in the Water, if it be broad, and admit not the former on a Pole or Stake knocked down, and

paſs

paſs in a hollow Trunk through the Belly of a Dragon, that being in the Caſtle, may upon fireing the Rockets, placed advantageouſly in the Tail, Eyes and Mouth, come out of the Caſtle and move on the Line; to meet which, you may at the other end of the Line, in the ſame manner, prepare a Neptune in a Chariot, or riding on a Sea-horſe, with a burning Trident, or a Whale with a Rocket or Wild-fire in his Mouth; which if it fly low, by ſpouting out, will make the Water fly about, as if it ſpouted Fire and Water out of its Mouth; then by a Train fire, ſome little Paſte-board Guns in the Caſtle, which if the Compoſition of the Train be made of Wild-fire, or Stouple, will go off by degrees, and coming to a Train of Brimſtone, Roſin and Powder, make the whole frame expire in a terrible blaze.

A Wheel of Fire-works to run backwards and forwards on the Ground.

Procure a pair of Wheels, being of Light Wood, like that of a Spinning Wheel, faſten them on an Axel-tree, and place Rockets round them, as bands are faſtened round a Wheel, and ſo primed at Tail and Head, that when one Expires the other may take fire, half of them placed with their Heads and Tails the contrary way to the firſt: So that when the firſt are ſpent, and the Wheels have run on plain Ground a great way, the other firing will turn them again, and bring them to the place where they firſt ſet out.

A Fire that will burn in the Water, or Water-ball.

Sow up a Caſe of Canvas, like that of a Foot-ball, but leſſer, pitch or glue it over: Then take one

one Pound of Powder, eight ounces of Roch-alom, four ounces of live Sulphur, two ounces of Camphire, Linſeed-oyl, and that of Retrolum, each an Ounce and half, an ounce of Oyl of Spike, with two ounces of Colophonium bruis'd and well mixed together, and ſtuff the Ball hard with it, with a Stick pitch or glue it over again, binding it with Marline on Pitch, on that leave two Vents or Port-fires, ſet it on fire, trundle it on the Water, and it will burn under it.

The exacteſt Military *Diſcipline for the Exerciſe of* Foot *and* Horſe, *as in Uſe at this day, at Home and Abroad, in all the Words of Command,* &c.

TO be well diſciplin'd and train'd up in Military Affairs, has been the ſtudy and pride of all Warlike Nations, whereby they have acquired to themſelves Fame and Riches, by being able to defend themſelves againſt Invaders, and gain Conqueſts Abroad; but above all other, for many hundred Years paſt the *Engliſh* have excelled in this, being much helped by their natural Courage. But ſince I only at this time intended to write to the Learner, to train him up in his Exerciſe, by which means his own Induſtry and Experience may lead him forth to greater matters. I ſhall not enumerate the many brave Men, who from

from mean Conditions have rais'd themselves by Arms, to the highest pitch of Honour and Preferment; but shew our Youth what they are to do and observe in their first Training, as to the Words of Command, to order their Arms in their various Postures with Dexterity. And first of Foot Exercise, I shall speak of the *Pike*, because it is the most Ancient, to Train which, many, who are now great Commanders, have taken it as an Honour.

The Exercise of the Pike, *by word of Command*, &c.

1. Pikes take: Advance your Pikes.

To do this, as the first thing required, move in a direct Line with your *Pike* upward, with your Left-hand near your Side, your Right-hand almost as high as you can reach, keeping your Left by a Depression, as low as you can, your Fingers being strait out; and so raise the *Pike* till the Butt-end come to your Hand, then place it between your Breast and Shoulder, keeping the Butt-end close, that it may be the more steady and upright.

2. To the Front.

To do this, put your Left-hand on your *Pike*, even with the Top of your Shoulder, keeping your Fingers strait, and bring your *Pike* right before you with a swift Motion; drawing your Right-heel into your Left-instep, and so keep the *Pike* strait.

3. Charge.

Here you must fall back with your Right-leg, placing the Heel of your Left-foot against the middle of your Right, and bring down your *Pike* with a quick Motion, support it with your Left-Elbow,

Elbow, and charge Breaſt high; and upon yielding your Body forward, bend your Left-knee to fix your ſelf firmer, holding the Butt end of your *Pike* in the Palm of your Right-hand, your Left-Toe pointing in a Line with the Spear of the *Pike*, your Feet ſet at a moderate diſtance: Then bring it down ſomewhat beneath your Breaſt, be cautious of clattering, and when it is charged, cloſe it to your Breaſt.

4. To the Right four times.

Here turn your Left-toe to the Right, then make your Left-heel come up to your Right-inſtep with a ſudden Motion, Recovering your *Pike* ſtrait before you, and having turn'd, fall back with your Right-leg, and Charge as before.

5. To the Right about.

Now by turning your Left-toe, bring it to the Right about, bringing up your Right-heel; your *Pike* being recovered, Charge with much ſwiftneſs.

6. As you were.

To do this, by turning to the *Left about*, bring up your Left-toe; ſo bringing your *Pike* recovered, obſerve that your Left hand be never higher than your Mouth, your Feet placed in order, and when turn'd, you muſt fall back with your Right-leg and Charge, bringing your *Pike* ſtrait up without any clattering.

7. To the Left four times.

8. To the Left about.

9. As you were.

10. Advance your Pike.

Theſe muſt be done, as has been ſhewed in the Right, only making your Obſervation of Eight Left Motions, &c. And the better to do this, bring your Right-heel to your Left-inſtep; your

Pike

Pike being before you, fall out with your Right-foot, and ſo bring your *Pike* to your Right-Thigh.

11. Shoulder your Pike.

Here extend your Fingers on the Left-hand, and lay it on the *Pike* level with your Shoulder; make your Right-heel come up even with your Left-inſtep, your *Pike* right before you, fall back with your Right-leg, and as far as may be put back your Right-arm, keeping your *Pike* about half a Foot from your Side, your Eye fixed on the Spear directly to the Rear, your *Pike* ſloped: Then forſake it with your Left-hand, and bring in your Right-leg, laying your *Pike* on your Right-Shoulder, cloſing your Elbow to your Body, the Butt of your *Pike* being about half a Foot from the Ground, in the middle of the diſtance.

12. Charge to the Front.

In doing this, fall back with your Right-leg, keeping as much as may be your Arm back, and the Spear exactly to the Rear, ſloaping the *Pike* to the ſame height as Shouldering; then bring with your Left-hand the Butt-end backwards, turning the Head with your Right; ſo quit it with that Hand, then taking hold on the Butt-end, Charge Breaſt high, keeping the Palm of your Hand open againſt the Butt-end, your Left-Elbow under the *Pike*, and your Left-toe in Line with the Spear; and when you Charge it muſt be directly forward, your Left-heel being juſt againſt the middle of your Right.

13. Shoulder as you were.

Here raiſe your *Pike* with both Hands, ſo quit it with the Right, and with the Left turn the Head backwards, the Spear even with the Rear; ſo with your Right-hand ſeize it again as high as you

you can reach with little ſtraining, and ſtand with it from your Body aſlope; bring up your Right-leg, and then forſake your *Pike* with your Left-hand, and lay it on your Shoulder, ever keeping the Spear in a direct Point to the Rear, not croſſing your Fellows.

14. Charge to the Right.

In this Caſe fall back with you Right-Arm and Leg, the Spear being kept in the Rear ſloping at the height of Shouldering; then turn your Left-Toe to the Right, ſuffering the Right to fall behind the Left-foot; ſo that the middle of your Right-foot may be over againſt your Left-heel; then bring up your *Pike* in this Action, and turn backwards the Butt-end by your Right-ſide; then preſſing it in your Right-palm, Charge.

15. Shoulder as you were.

Make your Left-toe come to the Left, and the middle of your Right-foot come alſo againſt your Left-heel, with your *Pike* up; and then turn the Head to the Right, (that is) directly to the Rear, doing it at one Motion: So take hold of your *Pike* with your Right-hand, and keep it ſloped with both Hands a little diſtance from your Body; as in Shouldering, at what time bring up your Right-leg, and lay your *Pike* on your Shoulder.

16. Charge to the Right about.

In this Caſe give back with your Hand and Leg, then ſtand with your *Pike* a little diſtant from your Side, and turning your Left-toe to the Right about, bring the Butt-end of your *Pike* to the Right-ſide, falling back with your Right-leg and Charge, keeping the Spear all the while to the Rear a Shouldering height; and when you are to Face to the Right about, level your *Pike* and Charge.

17. As

17. As you were.

In this, turn your Left-toe to the Left about, advancing your Right-foot a moderate Step, that the middle of it may ſtand againſt your Left-heel; then with your Left-hand bring the Butt-end by your Left-ſide, taking notice the Spear be exactly with the Rear a Shouldering height; then lay on your Right-hand as high as you can eaſily reach, and ſtand with it in Form; after which, bring up your Right-leg, and Shoulder.

18. Charge to the Left.

Here fall back with your Left-arm and Leg, as in the former Chargings: Turn the Left-toe and the Butt-end of your *Pike* with your Left-hand to the Right, after which, bring up your Left-leg, and Charge.

19. As you were.

Raiſe the Spear with both your Hands, turn the Left-toe to the Right, and ſo fall back with your Left-leg and Arm, keeping your *Pike* from your Side, the Spear to the Rear; then bring up your Left-leg, and Shoulder.

20. Charge to the Left about.

Here fall with your Arm and Leg back, bringing the *Pike* over your Head with both your Hands, the Spear directly to the Rear at a Shouldering height: Turn your Left-toe to the Left about, then bring up your Right-toe, that the middle may come with your Left-heel, and Charge.

21. Port.

Obſerve here, as in Charging in the Front; being wary that you ſink not the Spear of your *Pike*, reſt it between the Thumb and Fore-finger, keeping your Elbow cloſe to your ſide.

22. Com-

22. Comport.

As far as may be bring your Left-hand backward, at the ſame time ſtretching out the Right, make thereupon a ſtep forward with the Right-foot, graſping faſt the *Pike* as high as you can reach with the Right-hand, not toſſing the Spear too high; then forſake it with your Left-hand, and bring back your Right-leg even with your Left; then cloſe it to your Side, keeping the Spear the height of your Head.

23. Charge to the Front.

Here extend your Right-arm, advancing at the ſame time your Right-leg, drawing back your Left-hand as far as may be; and bringing your *Pike* forward, give a ſtep back with your Right-leg, and take hold of the Butt with your Right-hand; then Charge; and in all Chargings obſerve it be done Breaſt high.

24. Fire.

Herein face to the Right about, ſuffering the Spear of your *Pike* to fall behind you; after which, quit your Right-hand from the Butt-end, without any motion of the Left, and be cautious not to ſtrike upon the Spear.

25. Charge as you were.

Here turn to the Left about, place the Butt-end in the Palm of your Right-hand, and Charge, the Spear being kept an even height

26. Advance your Pike.

In this Exerciſe bring your Right-heel to your Left-Inſtep, your *Pike* directly before you to the Recovery; and ſo fall out with your Right-foot that it may come even with your Left, and ſo bring the *Pike* to your Right thigh.

27. Order your Pikes.

Raiſe your Left-hand, ſo that it may come even with the upper part of your Shoulder, place it on your

your *Pike*, ſtretching out your Fingers; then ſinking your Left-hand, raiſe your Right; and then raiſe the *Pike*, that when the Butt-end your Right-hand may be againſt your Eye; keep the *Pike* near your Head by clapping the Butt-end to the Latchet of your Shoe; and here all the Butt-ends of as many as are exerciſed muſt fall to the Ground at one and the ſame time.

28. **Pikes to your Inſide Order.**

Place the Butt-end on the Inſide your Right-foot to the middle, not moving your Foot, but only your *Pike*.

29. **Lay down your Pikes.**

As many as exerciſe in this caſe, muſt ſtep altogether with their Right-legs; ſtoop together with a very Quick Motion, and Lay their *Pikes* down very ſtrait with their Right-hands.

30. **Quit your Pikes.**

Fall back with your Left-leg, bringing it even with your Right: Then quit your *Pike* abſolutely, and riſe up with a quick Motion.

31. **Handle your Pikes.**

Here you muſt ſtep forward in a quick Motion with your Left-leg, and then as many as exerciſe muſt ſtoop together, and extend their Right-hands as far as they can reach, and then graſp the *Pike*.

32. **Order your Pikes.**

With your Right-hand raiſe the Pike, and ſtep back with your Left Leg, with a ſwift Motion, clapping the Butt-end of the *Pike* to facilitate the raiſing of it on the Inſide of your Right-foot about the middle.

33. **Pikes to your outſide Order.**

In this Exerciſe place the Butt-end of your *Pike* on the out-ſide of your Foot, not moving your Foot, but the *Pike*.

34.

34. Advance your Pike.

This muſt be done, as the fore-going; and thus much for the Exerciſe of the *Pike* in particular by it ſelf, till I come to ſpeak of its Exerciſe conjunctly with the *Muſquet*, in the general Exerciſing a Company or Battalion.

The words of Command in the Exerciſe of the Muſquet, *and how they are to be Obſerved and Performed.*

WHen you enter on this Exerciſe, be ſure to keep your Footing firm, your Feet at a moderate diſtance; that at all Times, and on all Occaſions, you may retain your full Strength. Obſerve moreover to keep the Right-heel firm, and ſet the Right foot ſteady, and then attend to the Words of Command, which you are ſummoned to do by this Expreſſion of the Commander, viz. *Muſketiers, have a Care of the Exerciſe, and carry your Arms well.* After which, the proper Words of Command follow in their Order.

1. Lay your Right-hand on your Muſket.

Here the Lock being uppermoſt, turn the Barrel towards you, and extending your Fingers, lay your Right-hand directly behind the Lock; ſo cloſe the Butt end to your Shoulder, ſuffering the *Muſket* to be in all parts of an equal height.

2. Poiſe your Muſket.

In doing this, you muſt hold it with a hard Graſp, facing to the Right, and turning with a quick Motion on your Left-heel, your *Muſket* kept directly before you the height of it, between your Shoulders; your Right elbow on your Side,

keeping your feet at a moderate distance, that when you turn about, your Left-toe may stand to the Front, and your Right-toe as you Face to the Left; let your Left-heel be against the middle of your Right foot; and by such means you will be in a resting posture.

3. Rest your Musket.

Here slide your *Musket* down to your Left-hand, bearing your Arm as low as possible without stooping, and so receive your *Musket* where the Scowrer enters into the Stock, touching with your hand no part of the Barrel, keeping it about half a Foot from your side sloping, your Right-hand, with your Fingers, extended being behind the Lock.

4. Cock your Musket.

Place the Right-Thumb and your Finger behind the Trigger, so clap your *Musket* against your Thigh, and Cock; keeping it that it slip not your Thumb, now removed steady on the Head of the Cock.

5. Guard your Musket.

Bring it with a very swift Motion strait before you, to recover your Left-hand even with your mouth, about half a foot distance from it, not suffering your *Musket* to sink, nor stooping your Body, observing in bringing up the *Musket* before, which is a recovering, that the Right-heel be brought to the Left-Instep, your *Musket* being perpendicular.

6. Present.

Here fall back with your Right-leg, that the middle of the Right foot may be against the Left-heel; cause the Butt-end to rise to your Shoulder, fixing it firm, and keep your Right elbow even with the height of the Piece, being in a readiness

with

with the fourth Finger of your Right-hand to pull the Trigger, bowing the Left-knee keeping the Right firm and ſteady, and ſo level your *Muſket* Breaſt high.

7. Fire.

Keep here an exact Motion in drawing the Trigger, every one drawing at once, ſo that the whole Fire of a Company or Battalion may be as of one report: Keep your Body ſteady, and your *Muſket* hard againſt your Shoulder after you have fired, till the next Word of Command is given, *viz.*

8. Recover your Arms.

Here let the Butt-end ſink in both your Hands, and bringing it ſtrait before you, keep your right Hand under the Cock and the Left even with your Mouth.

9. Half bend your Muſket.

Fall back with your Right leg, and let the *Muſket* at once reſt, placing the Right-thumb upon the Cock, and the Fingers of that hand behind the Trigger; then cloſing it to your Thigh, half bend the Cock, and keep it reſted with your Fingers extended.

10. Clean the Pan.

Do this with the ball of your Thumb, preſſed into the Pan, keeping your Fingers of the Right-hand behind the Lock.

11. Handle your Primer.

Take the little end between your Finger and Thumb, turning the other end to the back of your Hand, your Arm bearing backwards.

12. Prime.

Level your Piece, and ſtrike your bruiſed Powder into the Pan half full, or ſome what more, keeping your Left-toe to the Front.

13. Shut your Pan.

This do by using your two first Fingers, casting back your Primer and bringing up your Right-heel to your Left-instep, your *Musket* strait up before you, as in the recovery, with the Barrel towards you; do it with a quick Motion with the Thumb of your Right-hand on the top of the Steel, Levelling your Left with your Mouth.

14. Blow off the loose Corns.

Bring your Mouth within four Inches of the Pan, give a strong Blast without declining your Head, casting out your Arm, and suffering the *Musket* to sink from its former Posture.

15. Cast about and Charge.

Advance your right Leg, turn the Barrel of your *Musket* downwards, bring it to your Left-side a little backward, with your Left-hand, not touching the Barrel with your Fingers; place the Toes of your Right foot to the Front and the Right-heel against the middle of the Left-foot, ballancing your *Musket* in the Left hand, the Muzzle to the proper Front, in an equal height, half a Foot from you, joining your Right-hand to the Muzzle, your Thumb extended to the side of the Barrel.

16. Handle your Charger.

Gripe fast your Bandilier or Charger, hold it even with the Muzzle of the *Musket* underneath, about an Inch distant.

17. Open your Charger with your Teeth.

In this Case, bring it up to your Mouth without declining your Head, then bring your Charger within an Inch of your Muzzle, about an Inch from it, covering your Chargers Mouth with the ball of your Thumb.

18. Charge with Powder.

Put the Powder into the Barrel with a quick Motion, and put the Charger underneath as before.

19.

19. **Draw forth your Scowrer.**

In this let fall your Charger, and upon turning your Hand, draw forth your Scowrer at three Motions, holding it Level the height of your Forehead, with an extended Arm, as if you deſigned to dart it.

20. **Shorten it to an Inch.**

Turn the great end of your Scowrer towards you, ſinking it till within an Inch of your Hand, reſt it ſome what below your Right-breaſt, bearing forward a little.

21. **Charge with Bullet.**

Take the Bullet out of your Mouth with your Right-hand, put it into the Barrel with a ſwift Motion, holding the big end of your Scowrer near the Muzzle of your Musket.

22. **Ram down Powder and Ball.**

Graſp full with your Thumb and Fore-finger from the Muzzle, your Thumb on the Top of the Scowrer reſerving a handful in your Hand.

23. **Withdraw your Scowrer.**

Your Hand, Thumb and Fore-finger turned towards the Muzzle, clear your Scowrer at three Motions, and hold it up even with your Forehead, extending your Arm as if you were about to dart it.

24. **Shorten it to an Handful.**

Turn the Butt-end of your Scowrer towards you; ſink it till within an Inch of the End, letting it reſt againſt your Body a little below your Right-breaſt, the Scowrer ſloping.

25. **Return your Scowrer.**

Put it up in its proper place; graſp the Muzzle of your *Musket* with your Right-hand, extending your Thumb upon the Scowrer, keep it half a foot diſtant from your Side.

26. Poiſe your Muſket.

Here before you bring up your *Muſket* with your Left-hand, Graſp it under the Cock with your Right, falling with your Right-leg to your Left: Keep it Poiſed againſt your Noſe, and when faced to the Front, let your Right-elbow reſt upon your Body.

27. Shoulder your Muſket.

In this do as has been taught in the like caſe before.

28. Order your Muſket.

Sink a little your Right-hand, and take hold on the Stock on the top of the Scowrer with your Left-hand, then ſuffer that Hand to ſink, and take hold on the Muzzle with the Right-hand, letting the Butt-end eaſily ſink near the Ground; then let it after a little Pauſe come down: As many as Exerciſe grounding them together, then cloſe to the Right-foot, and place the Butt-end about the middle of it, your Right-hand an Inch below the Muzzle, the Lock being outward.

29. Lay down your Muſket.

Turning it with the Back upwards, ſtep forwards with your Left-leg, ſo with your Right-hand place it on the Ground, that it may lye with the reſt in a ſtrait Line; This ſome call grounding a *Muſket*.

30. Quit your Muſket.

Here ſtand upright with a quick Motion, riſing with a falling back of your Left-leg to your Right.

31. Handle your Muſket.

With your Left-leg ſtep forward, and lay your Right-hand on the Muzzle.

32. Order your Muſket.

Raiſe the Muzzle, and fall back with your Left-leg to your Right, turning the Lock outwards by the middle of your Foot.

And thus much for the Exercise of the *Musket* by it self, which may be much advantageous to young Trainers, who have occasion to be called or sent out upon Duty in the City or Country and Country Militia of the *Trained Bands*, or for any other who is desirous to be knowing in, and entring upon Military Affairs, from whence I shall proceed to the brief Exercise of the *Pike* and *Musket*, jointly, as they are Exercised in Companies, Battalions, *&c.*

The Exercise of Pike *and* Musket *jointly.*

We now supposing the *Muskets* shouldred, and the *Pikes* advanced; the Word next is,

1. Musketiers, make ready.

Hereupon you must perform all the Postures and Motions together, till you stand Cock'd and guarded with your *Musket* before you; and for the better Security your Thumb on the Cock; whereupon the *Pikes* are to be recovered before the *Pike-men*: The Butt-ends in the Palms of their Hands, and the Spear upright on their Left hands to the height of their Mouths, when the Commander gives the Word

Charge.

Then the *Muskets* and *Pikes* must be brought at once, by turning the Left-toe that way the Charge is made, and the Left-heel against the middle of the Right-foot in every Charge, charging directly forward; not at the first Charging, closing the *Pikes* to your Breasts; but in bringing down the *Pike*, charge a little way distant, and when they are brought down, then close them.

The *Charge* is, *To the Right* four times; then to the *Right about*, and so, *As you were.*

Then to the *Left Charge* four times; then to the *Left about*, and so, *As you were.*

Furthermore the *Pike-men* must turn as the *Musketiers*, bearing up their Right-heels to their Left-insteps, their Arms being extended as they turn; so that they bring their *Muskets* straight before them, carrying their Left-hands as high as their Mouths, bearing back their Arms; and when they Face, fall back with their Right-legs, not bringing down their Arms till the word *Charge* is given; and then it must be done with a decent quick Motion, not suffering the *Pikes* to clatter.

After this, the Words of Command are, *viz.*

Recover your Arms.
Half bend your Muskets.
Poise your Muskets.
Shoulder your Muskets.

} This Exercise is to be observ'd, as is before laid down in the Exercise of the *Musket*. The *Musketiers* upon this, being at Shoulder; and the *Pikes* that stood recovered falling out with their Right-legs, whereupon the *Pikes* are brought to their Thighs in their Advance. Then the next is.

Poise your Muskets.

Upon this, the *Pike-men* with their Left hands must grasp their *Pikes* over against their Shoulders, after which the Words are,

Order your Arms.
Pikes, to your inside Order.
Lay down your Arms.
Quit your Arms.
To the Right about.
March.

} You must observe these, as directed in the Exercise, only over and above, when you are clear of your Arms; you must disperse, and upon the beat of *Drum*, close hastily

ftily together with a Huzza, your Swords unſheathed, with their Points upwards. Then further obſerve the Words of Command, *viz.*

Return your Swords.
Handle your Arms.
Order your Arms.
Pikes, to your out-ſide Order.
Advance.

} In ordering your Arms, obſerve you make a little ſtop before you let the Butt-ends come to the Ground; ſo that each one may bear you company, and they may fall together at once; and after they are laid down, and quitted, you muſt ſtand up together ſo ſuddenly, as all your Riſings may appear as it were but one Motion.

When you March from your Arms, ſtep Front and Rear at once, with the Left-feet Marching but a little diſtance.

Then lay your Right-hand on your Sword, taking hold of your Scabbard with your Left; and then drawing, hold your Swords upright before you; after you have held them there a while, bring them down at one Motion, and when by Command your Swords are returned, ſtand upright to your Arms, facing to your proper Front; and if any thing is to be further known, conſider the Excerciſe of the *Pike* and *Muſket* diſtinctly, and you will be informed to your Satisfaction.

Of the Match-Lock.

Theſe Locks were formerly in more uſe than *Fire-Locks*, and at this day they are ſometimes mixed among them; wherefore I ſhall ſpeak ſomewhat relating to the Words of Command, that ſeem to differ from the *Fire-lock*, *viz.*

1. Lay down your Match.
2. Handle your Match.
3. Blow your Match.

4. Cock and try your Match.
5. Return your Match.

All theſe chiefly conſiſt in keeping your Match in order, with a good hard and well lighted Coal, faſtning it on Command, advantageous in your Skrew, blowing the Coal, and ſo by pulling the Trigger, trying your Pan with falſe Flaſhes, laying it down at Command, and by the ſame order taking it up again; ſhortning it to the Pan, that it may give true Fire, and upon firing, to return it, and recover the Coal, if it be ſhattered by the force of the Powder. You muſt obſerve alſo to keep your Match dry, that on occaſion you may not be diſappointed.

And this in brief is all materially relating to the *Match-Lock*; the other Poſtures of the *Musket* are all ready deſcribed, being ſufficient to direct the Exerciſe; yet ſeeing many lay much ſtreſs on the Beat of *Drum*, Take that along with you, as it relates to Exerciſe, and ſo I ſhall take Leave of the Foot, and make a viſit to the Horſe.

Exerciſe by Beat of Drum, relating to the Foot.

There are uſually obſerved in this, ſix Points, which are called Points of War, and are ſaid to be ſemi-vocal; becauſe by them the Soldiers underſtand what is to be done, and can diſtinguiſh their Duty and Exerciſe; and of theſe in their order.

1. *The Call.* This is to Summon the Soldiers together to their Arms, or upon any other occaſion, as to hear Proclamation, or receive Directions, *&c.* from the Officers, and are not without leave to Ramble, eſpecially in time of War, beyond the hearing of it, under great Penalties.

2. *The*

2. *The Troop.* When the Soldiers hear this, they muſt Advance their *Pikes*, Shoulder their *Muskets*, and cloſe their Ranks and Files to order, following their Leaders or Commanders to the place of Rendezvous, Quarters, or elſewhere.

3. *The March.* When you hear this, you muſt betake you to your open Orders in Ranks, Shoulder both *Musket* and *Pike*; and ſo as the *Drum* beats, you March ſlower or quicker.

4. *The Preparative.* Is to warn you to cloſe your proportionable or due diſtance, when you are to prepare for Battle or Skirmiſh; and to ſee every thing be in order that may turn to advantage.

5. *The Battle.* This is by ſome called the Charge, or Signal to Charge the Enemy, and is beat in the beginning of the Fight to animate the Soldiers Courage.

6. *The Retreat.* This is beat when being overpowered, it is thought covenient to draw off and ſave a total Rout, or ſometimes when an Enemy you ſuppoſe ſtronger than your ſelf advances towards you to engage, but by Retreating you avoid him.

There are two more things on the *Drum*, ſomewhat to our purpoſe, *viz.*

1. *The Tatto or Tapto.* This is uſed in a Rounds and Gariſons, to give notice to the Soldiers and Inhabitants when they ought to repair to their Quarters and Houſes.

2. *Revalley.* Is to let them know when it is time to riſe in the Morning, and attend on their Duty alſo. In Gariſons, to let the People know when its ſafe to go abroad, the out Scours being Relieved.

The

The Exercise of Horse in Troops or Squadrons, &c.

The Exercise of the Horse is various from that of the Foot, and therefore that I may not be wanting in what is necessary to the young Soldier in their Exercising in the County Troops, or those that may enter the present Service Abroad, I shall endeavour to give the Words of Command proper with their Explanation.

And first, when a Troop or Squadron is drawn out to Exercise, I suppose their *Carbines* and *Pistols* loaden, and the Corporals passing through the Ranks to see they are all ready, upon which, observe the chief Officer Commands Silence, and gives the following Words of Command, *viz.*

1. Lay your Right Hands on your Swords.
2. Draw your Swords.
3. Put your Swords in your Bridle-hand.
4. Lay your Hands on your Pistols.
5. Hold up your Hands. Give Fire.

When you have fired, let not your Pistol-hand sink till the next Word of Command, *viz.*

6. Return your Pistols.

And this you must observe in Firing to the Left and Right; Then,

7. Lay your Hands on your Carbines.
8. Advance your Carbines.
9. Cock your Carbines. Fire.
10. Let fall your Carbines.
11. Take your Swords from your Bridle-hands.

These must be done with a swift and exact Motion, all as near as may be doing it at one and the same time.

If

If a Squadron of Horſe is to Wheel to the Right, the Right-hand-man muſt not cloſe to the Left, as has in ancient times been; for that many times diſorders the Rank; but you muſt keep your Ground, ſuffering the Left to come about whilſt you only turn your Horſes Heads, obſerving your Left-hand-man.

To cloſe the File.

The Right Wing file ſtand.

1. Cloſe your files.
2. To the Right.
3. To the Left as you were.
4. To the Left wing, and ſtand.
5. To the Left by Files cloſe the Squadron.
6. To the Right as you were.
7. The Right and Left Wing Files ſtand.
8. By half Ranks, cloſe Files to the Right and Left.

And by cloſing Files you may cleave or divide the Squadron.

The Order of cloſing Ranks.

1. File-leader ſtand.
2. By Ranks cloſe the Squadron to the Front. } Or open on the Front, Or the firſt diſtances.
3. On the Front as you were. } And ſo be cautious in obſerving each Motion.

How doubling Ranks muſt be Ordered.

1. By half Files to the Right, double your Ranks to the Front.
2. File-leaders, advance your Ranks, File-leaders, take your Ground.

And in this manner Command likewiſe to the Left, the Order being one and the ſame in the Words of Command. [Again,] 3.

3. The first half Files stand.
4. By half File-leaders on the Left-wing, double your Rank to the Front.

Now to reduce this, take the following Method;

1. Right-wing half Ranks, advance your Ranks.
2. Half File-leader take your Ground.
3. The first half File stand.
4. By half File-leaders on the Right and Left-wings, double your Ranks to the Front, Carocoling to the Right and Left. Then the last half File stand, and the first half File by Carocol in the Right and Left on the wings; then double your Ranks to the Rear.

Here observe the first File must open the half Rank to the Right and Left, the first half File by Carocol. Then

To the Right and Left double your Ranks to the Rear.

Here observe the last half File must open the half Rank to the Right and Left.

As for the word *Carocol*, it signifies no more when you Wheel by it, than that it is made by the depth of the Flank of the Squadron, by which Order not the Files, but the Ranks make the Motion.

There is an other Word which some may not well understand at the first setting out, which is called *Controversion*; and this in Wheeling is performed by the Front of the Squadron, so that whilst the Rank makes the Motion, the File remains.

In-

Instructions for Wheeling, with the proper words of Command.

When the Word is given, *viz. To the Right by Conversion*, understand that you must close your Right-leg to the Horse, your Knee touching that of your Right-hand-mans, and in like manner observe in the Word of Command to the Left; as when it is said, *Close to the Left*, then must the Leg be Closed.

By half Ranks and Conversion, divide the Squadron into two *Troops*.

If you would reduce the Squadron, the Word of Command is.

By Controversion: The Squadron into one Troop, else the Left-wing advance by Conversion.

When you Wheel by Carocol, observe the Word of Command as follows,

The Right-wing to the Left by Carocol, Face about to the Rear: Or it may be done by half Ranks in this manner,

By Quarter Ranks, and by Carocol, divide the Squadron into three Troops.

Then if you would reduce them, order Quarter Ranks and Troops into Squadrons.

If the Volt, Face or facing about be required, observe thus,

Face about to the Right: *Face to the Right by Controversion*; *Face about by Carocol to the Right*: *Face about to the Left by half Files*: *Face about to the Right and Left*.

And thus much may serve for Wheeling.

The manner of Filing off.

In this case observe, To File by Ranks on the Right-wing, from the Squadron,

File

File off by Ranks, on the Left-wing, from the Squadron on the Right,

File off by three Files from the Squadron, the Left-wing: And this is found the moſt Expedient way, though ſome have uſed to File off by Ranks.

In Hay, *what Order is to be conſidered in drawing up.*

Do this, by half Ranks to the Right: *To the Right and Left drawing in* Hay: *To the Front.* And if it requires to be reduced again, then proceed by Carocol, *viz.*

To the Right and Left as you were.

By half Ranks, and by Carocol to the Right and Left.

Then draw up in *Hay* to the Rear.

In Reduction the Command is;

To the Front as you were.

By half Ranks to the Right and Left, and draw up in Hay.

Reduction by Carocol.

To the Right draw up in Hay.

Reduction by Carocol.

To the Left as you were.

Of doublings.

Doublings are very uſeful, eſpecially in ſtrengthening any Party, that needs Succour in the Battle; and is to be noted under theſe general Heads.

1. Doubling of length, Front and Rear.
2. Doubling of Depth, both Flanks.

But in the particular, they are numbred ſix, that is to ſay, firſt of Ranks, when every Rank doubles into the odd, and if it ſo fall out, that the odd Ranks are to double, then muſt the Body

Face

Face to the Rear, without any Word of Command expected.

3. Half Files. 4. Bringers up. } Here they are held to double when the Rear is doubled into the Front.

5. In doubling the Rear obſerve it done, when the half Files double the Rear.

6. Here take notice that doubling of half Ranks muſt be by one Rank doubling the other.

The Noble Science of Defence, in all its Uſeful Particulars, for Defending and Offending, with the Rapier or final Sword; after the exacteſt Method now in Uſe.

THis Science, if well underſtood, as to the fining and uſing it, is not only a noble Exercile, but of great importance to the ſaving our lives on emergent Occaſions, if it extend not to Vainglory and Preſumption, by too much relying on our Skill, to carry us into quarrels, which we may reaſonably, and without loſs of Honour or Reputation avoid. Wherefore I have thought it convenient to lay down ſuch Rules as may enable the learner to proceed in the Practice.

The firſt thing to be conſidered in this Caſe, is, the Sword it ſelf, underſtanding only in this the ſmall Sword or Rapier, which is divided into

into two Parts, *viz.* The Hilt and the Blade.

The Hilt is again divided into three Parts, *viz.* the Pommel or Ball at the far end, sometimes Round and sometimes Oval in Shape. This keeps the Hilt fast, by being well riveted, and by its poise makes the Sword well mounted, or light before the Hand. The next is that part on which you grasp your Hand, commonly called the Handle: and then the Shell, which is that part of the Hilt next the Blade, to preserve your Hand (if you are any thing weary in managing it) from a Thrust or Blow.

The Blade is divided into two Parts only. The first next to the Hilt, being termed the strong Part or Fort. The other, which is the extream, is termed the Feeble, or they are otherways termed the Prime, and the Second. The strong Fort or Prime of the Blade, is measured from the Shell to the middle of the Blade, and being the strongest, is made use of in Parying, or to put by Thrusts or Blows. The Feeble, weak or second part, is accounted from the Middle to the Point, and is properly made use of in Offending or giving Thrusts or Blows; and thus much may serve for the Description of the Sword: Now I proceed to the Explaination of the Terms, fit to be known by a Practitioner.

A Guard.

This is a proper Posture you must place your self in, for the better defending your self from the Thrusts or Blows of those you Fence with, or defend your self from.

To Parie.

Observe that this is to put by a Blow or Thrust, that it may not touch you, but be cast off without hurt or danger.

Quart

Quart.

Here you muſt hold the Nails of your Sword-hand upwards, with a ſteady Arm; and then it is ſaid to be held in quart.

Terce.

This is the contrary to the former, for the Nails of your Hand muſt be held downwards; and then the Sword is held in *Terce*.

Within the Sword.

This is that part of your Body, (which having your Right-ſide towards your Adverſary) is between your Sword and Left-breaſt.

Within the Sword.

This is the part of the Body, that (when you hold your Sword towards your Left-ſide) is above it the breadth of your Body.

The Approach or Advance.

This is done, when being out of your Adverſaries reach, or at a pretty diſtance from him; you make your Approach or Advance towards him.

To Retire or Retreat.

This is when you are within your Adverſaries reach, that you get out of it by ſtepping or Jumping backwards; which you muſt obſerve to do on a ſtrait Line.

Meaſure.

This is only a diſtance between you and your Adverſary, which muſt be cautiouſly and exactly obſerved when he is Thruſting at you; ſo that you may be without his meaſure or reach,

and

and that taking the Advantage of this, it may be ſo, that when you Thruſt your Thruſts may be home.

To break Meaſure.

Obſerve here, juſt as your Adverſary is Thruſting at you, at his full Elonge, he may come ſhort of you, becauſe you are, or eſcape out of his Meaſure, or reach, and ſo break his Meaſure, of which I ſhall ſay ſomewhat more hereafter.

To Elonge.

This is to Streach forward your Right Arm and Leg, and keep a cloſe Left-foot; and this you do when you give in a Thruſt, and when you do it, you are ſaid to make an Elonge.

Reſpoſt.

This is when you give in a Thruſt before you recover your Body, receiving a Thruſt after your Adverſary hath Paried your Sword. Then is it ſaid to be a Thruſt on the Reſpoſt or back of the Parade, which is the ſureſt and ſafeſt you can give.

Feinting or Falſifying.

This is a dodging or deceiving your Adverſary, making him believe you give back in earneſt, and make an offer to Thruſt in one place when you really deſign to do it in another.

Beating.

This is no other than ſtriking the Feeble of your Adverſaries Sword with the Edg and Fort of yours, either with your Right-hand only, or the help of your Left, joyned to the Blade, about a foot from

from the Hilt; and ſo you will cauſe the Beat to have the greater Spring or Force.

Battery.

The difference from Beating in this, is only Striking with the Edg of the Feeble, upon the Edg of the Feeble of your Adverſaries Sword, though Beating ſecures his Sword a great deal better than Battery.

Binding.

This method is taken to ſecure your Adverſaries Sword, with eight or ten Inches of yours, upon five or ſix Inches of his.

Caveating or Diſengaging.

Here you muſt, if you can, ſlip your Adverſaries Sword, when you perceive him about to bind or ſecure yours.

To take Time.

In taking Time, you muſt obſerve never to Thruſt, but when you ſee a fair Opportunity, or otherwiſe it is the Thruſting at your Adverſary when he is making the Feint, or the ſlipping of him, when you perceive him about to Bind or Beat your Sword.

Counter Temps.

This is when you Thruſt without a good Opportunity, or when you Thruſt, at the ſame time your Adverſary do's the like.

Quarting on the ſtrait Line.

This is done by carrying your Head and Shoulders very much back from your Adverſaries Sword, and are giving in a Thruſt within it, and that each of you at that time receive a Thruſt.

Quart-

Quarting of the ſtrait Line, called de Quarting.

Here you muſt Obſerve to throw in your Left-foot, and Body backwards off the ſtrait Line, towards your Adverſary, keeping your Right-foot firm.

Volting.

This is a leaping by your Adverſaries Left-ſide quite out of his reach or meaſure, which on many emergent occaſions is very proper.

Theſe Terms a Practitioner muſt be knowing in before he proceeds to the other Leſſons, or Adventures on ſharp, eſpecially in earneſt; from whence I proceed to the next thing materially to be conſidered, which is the

Holding of the Sword.

In doing this according to Art, and to the moſt advantage, Hold your Thumb on the broad ſide of the Handle, and your Fingers quite round it; hold it in this manner firm and faſt; ſo that your Adverſary, with the leaſt ſudden beat or twiſt, may not force it out of your hand, which the hazard in holding it looſely may occaſion to your damage.

Of keeping a Guard.

The Guards are in general but two; The one in *Quart* and the other in *Terce*; but again the *Quart* Guard is ſubdivided into two, *viz.* The *Quart* with the ſtrait Point, and the *Quart* with the Point ſloaping near to the Ground.

The *Terce* is ſo likewiſe divided, that is, the *Terce* with the Point higher than the Hilt, and the

the *Terce* with the Point lower than the Hilt. There is yet another Guard, that requires you to hold your Sword with both your Hands; and of these in their order.

Of the Quart Guard, with the ſtrait Point.

You have two ways with this Guard to defend your ſelf, either by Parying or uſing Contraries to what your Adverſary plays, as I ſhall more fully ſhew you when I come to diſcourſe of the five Parades; however here obſerve in the ſtrait Guard, which is moſt in uſe, to keep a thin Body, which is done by ſhewing your Right-ſide to your Adverſary, managing your feet in a ſtrait Line from him; ſo that for your Right he cannot ſee your Left-leg, yet ſet them not too wide, for that will make your Elong the ſhorter; nor too cloſe, for that will hinder the firmneſs of ſtanding; and let the Point of your Right foot be turned ſomewhat outwards from the ſtrait Line, but the broad ſide of your Left muſt look towards your Adverſary. You are alſo to ſink with your Thighs your Left-knee, a little more bent than your Right, which may be done by your leaning ſomewhat back on your Left-thigh; when you preſent your Sword, you muſt hold it with your Nails upwards, as has been directed in *Quart*. The Hilt of your Sword muſt be as high as your Right-pap, keeping your Arm a little bent, for the better and eaſier purſuing your Adverſary; or for the quicker giving in a Thruſt: The Point muſt be towards your Adverſaries Right-ſide, two or three Inches lower than the Hilt, your Left-hand held up as high as your Left-ear, about half a Foot from it, the Palm directly againſt your Adverſaries Face, your Fingers pointing as it were towards him.

The

The Quart-guard, with the ſloping Point.

In this Guard you muſt ſtand much ſtraiter than in the former, the Point of your Sword ſloping within half a Foot of the Ground, your Hilt as low as your Waſt, your Arm bended, and the Nails of your Sword-hand between *Terce* and *Quart*; Here you are alſo to make uſe of your Left-hand, and therefore the more readily to do it, you muſt advance your Left Shoulder almoſt as far forward as your Right, keeping your Belly in as much as may be; ſo that it ſtand well, and your Breaſt out, your Left-hand as high as the ſide of your Head, though about half a Foot from it. This is a very open Guard, yet to thoſe that know not how to purſue it, it is much Surprizing. And you may purſue this;

Firſt, by raiſing up or gathering your Adverſaries Sword.

Secondly, by ſtriking at his Sword, and making half Thruſts at the Body, by which he will be doubtful when you intend to give in your Thruſt, and finding an Opportunity give it home; and ever when you perſue this Guard, let your Left-hand be in a readineſs to Parie your Opponents Thruſt, if he Thruſt juſt as you are Thruſting, which is the main defence on this Guard.

Thirdly you may give a ſtroak at his Left-hand; after you give a beat at his Sword, and ſee if by ſo doing, you can force him to betake himſelf to another Gaurd.

Fourthly, You may Volt, and in your ſo doing, give him the Thruſt which being clearly done, will mainly ſurprize him.

The

The Terce-guard, with the Point higher than the Hilt.

In this you muſt hold the Nails of your Sword-hand downwards, as in Terce, and your Hand lower than in the Quart-Guard with a ſtrait Point, preſenting the Point of your Sword towards your Adverſaries Left-ſhoulder; if he be a tall Man; but if Short, then to his Left-eye, keeping your Arm ſomewhat bent, for the better perſuing: Lean therefore a little forward with your Body, and make uſe of your Left-hand for a Parade, holding it ſomewhat lower than in the former Guard. The reſt of your Body being kept, as in the Quart-Guard, with the ſtrait Point.

This Guard may be purſued either with Striking, Binding, Volting, or Paſſing, for a Feint on this Guard will ſignifie little or nothing if your Adverſary underſtand it; for as in no Guard, he is to anſwer Feints, leaſt of all in this, the Right defence being to ſecure your ſelf without your Sword, which is done by preſenting your Sword to the Left-ſhoulder of your Adverſary, or as ſaid, his Eye, ſo that your Body be quite covered without your Sword.

The Terce-Guard, with the Point lower than the Hilt.

Here you muſt in this bow your Head, holding up your Arm high, ſo that if you come to give a Thruſt, your Head may be, as it were, under it, your Nails being in Quart till you make your Thruſt, and then change them into Terce; your Feet muſt be kept at their due diſtance, and not as at a full Elong; your Sword muſt be preſented towards your Adverſaries Left-ſide, and

you must make use of your Left-hand for the Parade, and it is to be pursued and defended, as the forgoing Terce-Guard, only in defending it, you must not make so much use of your Left-hand, but more of your Sword.

The Guard of Both Hands.

This is a Guard, that I find not any proper Name for, though it is sometimes used as very necessary, how ever, as to the holding your Sword in this Guard, keep your Body exactly in the Posture of the Quart-Guard with the strait Point; but joyn your Left-hand to your Sword, about eight or ten Inches from the Hilt, the Blade being held between your formost Finger and Thumb, secure your self within your Sword, as soon as you present it, *viz.* Present the Point towards your Adversaries Right-thigh, with your Point sloping towards the Ground a little; for to pursue this Guard, you must endeavour to take away your Adversaries Left-hand by striking at it, and immediatly after the stroak, proffer a Thrust at his Body, that he may be doubtful when you really intend to give in your Thrust; and indeed the pursuit is much like that of the Quart-Guard, with the sloping Point, and thus much for the Five sorts of Guards.

Of the several Parades.

The Parades are generaly Two, but are subdivided as the Guard, and those two are the Parade in Quart, and the Parade in Terce, which are as is said, divided again into the Parade in Quart, with the Point a little higher than the Hilt. The Parade in Quart, with the Point sloping towards your Adversaries Right-thigh, and as though without it.

2.

2. The Parade in Terce, with the Point a little higher than the Hilt, and the Parade in Terce, with the Point ſloping towards your Adverſaries Thigh on the Left-ſide.

There is yet an other Parade of ſome uſe, and uſed by many Fencing Maſters, which may be properly termed a Counter-Caveating Parade; by reaſon what evet Leſſon your Adverſary makes uſe of, or upon what ſide ſo ever he Thruſts, if you make uſe of this Parade, as you ought, you will undoubtedly meet with his Sword, and the eaſier croſs his purpoſe, than by any of the former; and of theſe I ſhall give proper Directions,

1. The Quart Parade, or the Parade within the Sword, is ſo called, becauſe in putting by the Thruſt, you do it on the inſide your Sword, or on that ſide the Nails of your Hand are next.

2. The next is called the Terce Parade, or the Parade without the Sword; for here, contrary to the former, you put by the Thruſt upon that ſide which is without the Sword, and as the other is termed the Quart, for as much as it is within your Sword, or on that ſide your Nails look to; ſo this is called Terce becauſe it is without your Sword, or on that ſide the back of your Hand is to. Obſerve a little more, *viz.* when you are to hold your Hand or Nails in Terce, that you hold your Nails quite downward; And now to Parie theſe Five ſeveral ways.

you muſt do the firſt Parade in Quart, with the Point ſomewhat higher than the Hilt, *viz.* When you are ſtanding to your Guard, if you r Adverſary offers to give a home Thruſt on that ſide his Sword lieth, which I preſume to be within your Sword, without diſengaging and is the

Simpleſt and plaineſt Thruſt that can be given with the ſmall Sword; yet frequently it ſurprizes a Man, I ſay, when ſo it is, that when you perceive your Adverſary offer to give a home Thruſt, which obſerve by keeping your Eye ſteady on the Hilt of his Sword; you muſt then immediatly turn your Wriſt with ſo ſmall a Motion of the Arm, that it can ſcarcely be perceived, to your Left-ſide; and by that means you may put by his Sword, with the Fort of yours upon the Left-ſide, keeping the Point of your Sword after the Parade towards his Right-ſhoulder; you may in putting by your Adverſaries Sword uſe a little beat or Spring towards the Ground, by which you will more certainly diſappoint him, immediately bringing your Sword to its right poſture again, and by this way of Parying you may have the luck to Spring or Beat your Adverſaries Sword out of his Hand.

The ſecond Parade in Quart is with the Point ſloping towards your Adverſaries Right-thigh, and as tho' without it, in this manner;

When you perceive your Adverſary is thruſting with your Sword, turn the Nails of your Sword-hand in Quart, with a full ſtretched Arm, and your Hand as high as your Face, and when you do this, ſlope your Point to the lowneſs of your Adverſaries Thigh; and by that means, with the Fort of your Sword, on the Feeble of his, put by his Thruſt, always obſerving to Parie with the Fort of your Sword, and not the Feeble, leſt your Adverſary having the ſtronger Arm, force upon you the Thruſt in ſpite of all you can do.

The firſt Parade in Terce, or without the Sword, the Point a little higher than the Hilt, muſt be thus mannaged, *viz.* Perceiving your Adver-

ſary

ſary giving in the Thruſt without your Sword; take notice immediatly to turn your Wriſt with ſome ſmall motion of the Arm, as in the firſt Parie in Quart, till your Nails be in Terce, and ſo Parie his Thruſt, Remembring in this to keep the Point of your Sword, after you have Paried him towards your Adverſaries Left-ſhoulder, as in the firſt Parade in Quart, you are to keep it towards his Right.

This Parade is moſt effectually done with a Spring, to put by the Sword or gain an advantage of diſarming your Adverſary.

The ſecond Parade in Terce, is called that within the Sword bearing a ſloping Point towards your Adverſaries Thigh, and as though within it. This obſerve to do when you perceive your Adverſary giving in his Thruſt without, or below your Sword, as it were at your Arm-pit, immediately letting the Point of your Sword ſink as low as his Thigh, turning your Nails quite round to your Right-ſide, until they are from you, keeping your Hand as high as your Head, and ſo put by the Thruſt on your Right-ſide; and when you are Parading, let your Head be cloſe as if it were under your Arm; and this preſerves your Face from your Adverſaries ſcattering or Counter-Temps Thruſts.

Thus having ſhewn you the Defenſive part, I ſhall now proceed to the Offenſive, or how you may offend your Adverſary when neceſſity requires it; but before I directly enter upon it, let me ſpeak ſome thing of the Counter-caveating Parade; though ſome there are who refuſe to uſe it, yet it is the ſafeſt of all.

The Counter-caveating Parade, &c.

When you obſerve your Adverſaries Thruſt coming home within your Sword, then immediatly ſlope your Point, and bring it up again with a quick Motion on the other ſide of your Adverſaries, and Parie his Thruſt without your Sword, that he intended to give within your Sword, holding your Nails neither in Terce nor in Quart, but ſo hold them as when you preſented your Sword; and obſerve further to do this, Parade with a Spring, and if you perceive he is about to give in his Thruſt without your Sword, inſtantly ſlope your Point, and bring it up again with a quick Motion upon the inſide of his Sword, and ſo Parie his Thruſt, that was to be given without your Sword, within your Sword, and if you do this very quick you will rarely be hit with a home Thruſt; and in this Parade there is great advantage, becauſe by it all Feints, which in other Parades cannot be ſo well noted or ſhunned, are by this baffled and Confounded.

Leſſons Offenſive. 1. *Of Approaching or Advancing.*

Obſerve here; ſ when you are ſtanding to your Guard, and your Adverſary without your meaſure, ſo that without Approaching you cannot reach him ſ that you lift your Right-foot about a Foot forward, and preſently let your Left-foot follow cloſe by the Ground, your Left-knee a little bowed, taking notice at the end of every ſtep, that your Feet be at the ſame equal diſtance as when you firſt preſented your Sword, or if in any thing you vary, let it be in bringing

ing them ſomething nearer; and ſo your Elong will come as much nearer to your Adverſary as you brought your Left-foot nearer to your Right: Always then remember to redouble this Step, or any other that is to be uſed on this Occaſion till you think your Adverſary is within your meaſure. This ſtep muſt be always made on plain Ground, leſt you Trip and fall, which is very dangerous; but if it be on rugged uneven Ground, there is another ſuitable to it, called the Double Step, after this manner;

In the firſt place throw your Left-foot before your Right, (which may be done by raiſing your Body a little on your Right-foot) about a Foot, then bring your Right-foot forward again, as far before your Left, as when you preſented your Sword; theſe two Motions muſt be done immediately after the other, or elſe doing of this Step will appear ungraceful; and here you muſt keep a thin Body as poſſible, becauſe the throwing your Left foot before your Right, lays your Body open, and ſo redouble this ſtep, as the former, according to the diſtance you are from your Adverſary, till you approach within his meaſure.

Leſſon. 2. *Of Retiring.*

This may be done three ways, firſt with the ſingle Step, the ſame way you approach with it, only whereas in approaching with the ſingle Step you lift your Right-foot firſt, here you muſt lift your Left-foot firſt, and the reſt obſerve, as in the Approach with the ſingle Step.

The ſecond is, that with the double Step, and is done the ſame way as in the Advance, only in approaching you throw your Left-foot before your Right, when in retiring you muſt throw

your Right-foot backward behind your Left; and the reſt is done as in Advancing with the double Step.

The third is done by a ſudden jump backwards on the ſtrait Line, with both your Feet in the Air at once, but you muſt lift your Right-foot firſt, and after your jump is done, ſtand to your Guard again, unleſs you find occaſion to redouble your jump to be farther out of reach.

Leſſon 3. *Of giving in the Thruſt.*

To Thruſt or make an Elong, obſerve (when you ſtand to your Guard, and your Adverſary be within your Meaſure) that your Sword be as you pleaſe, either within or without your Adverſaries Sword, and ſuppoſe within, then ſtretch out your Right-arm, and Step forward with your Right-foot as far as may be, keeping the Point ſtrait forwards, and let the Motion of your Arm begin a thought before you move your Foot, ſo that the Thruſt may be given home before your Adverſary can hear your Foot touch the Ground; and when you are at your full ſtretch, keep your Left-hand ſtretched, and ever obſerve to keep a cloſe Left-foot, which muſt be done by keeping your Left-heel and broad ſide of your Foot cloſe to the Ground, without any drawing it after you, for keeping a cloſe Foot is one of the chiefeſt things to be obſerved in this Science. When you give in your Thruſt throw your Left-hand behind you, or ſo place it on your Left-ſide, that your Sword and both your Arms may make a ſtrait Line from your Adverſary. This muſt be when you deſign not to make uſe of your Left-hand for a Parade, but if you do, then in the very time of giving in your Thruſt, throw

throw your Left-arm forward as far as you can, without putting the rest of your Body into disorder, turning the Palm from you, by turning your Thumb down, and your little Fingers up, and so Parie your Adversaries Thrust, if you find he will Thrust, upon the same time you make your Thrust, always remembring when you Thrust within the Sword, to do it with your Nails in Quart or upwards, and Quart well your Hand and Shoulder; but when a Thrust is made without the Sword, then give it in with your Nails in Terce or downwards, and keep your Hilt much lower than your Point, and your Head as clear as may be from you Adversaries Sword.

Take notice in all Lessons in which you do not first secure or bind your Adversaries Sword, that you are to Thrust close by the Feeble of his Sword, with the Fort of yours. But there is a difference when you first secure your Adversaries Sword, for after your securing or binding, you quit his Sword, and give a strait home Thrust, without touching it, after it is bound.

In these Rules there is great advantage, as in the Quarting of your Hand, when you Thrust within the Sword, preserves them from your Adversaries Counter-Temps Thrusts in the Face; so likewise does your Thrusting close by the Feeble of the Sword, and keeping your Hilt lower than the Point, when you Thrust without the Sword, as also the holding of your Head to the contrary side your Adversaries Sword is on, preserve you from Counter-Temps, ever observing as a general Rule; to keep your Head on the contrary side of your Adversaries Sword, on what side soever you Thrust, for this will frequently preserve your Face from being hit.

Leſſon 4. *Of Caveating or Diſengaging.*

In this caſe, when your Sword is preſented within your Adverſaries Sword, and you would have it without (keeping your Nails in Quart) ſlope your Point ſo low that you may bring it up under the out-ſide of his. This muſt be done with the Wriſt, and not any Motion of the Arm, becauſe when you Diſengage, if the Arm move, your Body would be too much diſcovered; ſo that your Adverſary would have an advantage to give in his Thruſt, which he could not do if only your Wriſt moved, and this muſt be done with a ſudden Motion; and by this you may learn to ſlip your Adverſaries Sword at pleaſure.

Leſſon 5. *Feinting or Falſifying.*

Of theſe, there are ſeveral kinds, and the firſt I treat on is *the Ordinary ſingle Feint*; When you are on your Guard, and within your Adverſaries Sword, diſengage and make your Feint without, which you muſt do with a beat of your Right-foot againſt the Ground, juſt as you diſengage, and your Sword on the out-ſide of your Adverſaries, and immediately after, if you perceive him anſwer your Feint, and offer to Parie, diſengage again, and give him the Thruſt within the Sword.

Leſſon 6. *The Double Feint.*

There is a difference between this and the ſingle Feint; for in the ſingle one you muſt make two Motions, *viz.* With the firſt you make your Feint, and with the next you give in your Thruſt, unleſs you make your Feint

on

on that ſide your Sword lyeth, which may be done without diſengaging, and is the ſimpleſt of all others in all ſingle Feints, it muſt be given in upon the ſide your Sword was before you made your Feint; But in the double Feint you are to make three Motions, and the Thruſt (unleſs when you make your firſt Motion on that ſide your Sword was preſented) is given in on the other ſide, and not on the ſide the Sword was juſt before you began to make your Feint; and to play this, there are two ways, *viz.* When you are within Meaſure, you muſt play it one way, and without Meaſure another way.

As to the firſt, your Sword being preſented within your Adverſaries Sword, then diſengage and make your firſt Motion without his Sword, ſo ſtand a Thought on it to try whether he will anſwer you, by offering to proceed to the Parade; if he do not anſwer, it is uſeleſs, but if he do, then preſently make your ſecond Motion within his Sword, and your third Motion without it, by giving the Thruſt; both theſe Motions muſt be done with admirable quickneſs; at every Motion give a beat with your Foot, and diſengage, turning your Nails in Quart.

If you are without diſtance, make a Motion to ſee if he will anſwer your Feint, and if he do begin again, make your firſt Motion, as within diſtance, approaching at the ſame time, and ſo your ſecond and third.

There is a contrary to theſe, that is to be obſerved when your Adverſary makes uſe of them againſt you, Then you muſt make uſe either of the Counter-caveating Parade, or keep your Sword Point immoveable towards his Face that oppoſes you, your Arm as much ſtretched out,

as

as poſſible; and when you do ſo you muſt recover your Body, by drawing your Right foot cloſe to your Left, ſtand as it were on Tip-toe, and if for all this your Adverſary give a home Thruſt, then you muſt Counter-temps him in the Face, and Parie his Thruſt with your Left-hand; or if you perceive him make variety of Feints, then upon every one of them make a half Thruſt, which will oblige him to betake himſelf to the Parade, and ſo when you pleaſe you may take the purſuit, or when he makes variety of Feints, give a plain home Thruſt, as ſmart as may be, and endeavour to defend your ſelf from Counter-temps with your Left-hand, and to prevent them, it is always in this Caſe beſt when you give a Thruſt, to uſe your Left-hand.

Leſſon 7. *The ſingle Feint at the Head.*

Being within diſtance you may preſent your Sword within or without your Opponents Sword, making a Feint or Motion at his Face, if your Sword be preſented without by a little ſtretching out your Right-Arm, your Nails in Quart, and when you make the Motion, give a little beat with your Right-foot, and if the Feint be anſwered, then immediately give in your Thruſt at his Arm-pit, your Head under your Sword-arm, your Left-hand held before you, with the Palm of it looking towards your Right-ſide, and that part of your Arm, from the Points of your Fingers to your Elbow, muſt ſtand in a manner ſtrait upwards, which poſture you muſt ever obſerve when you give in this Thruſt, becauſe in doing it, it defends you from the Thruſt of your Adverſary, if it be above, and without your Sword; and you may at the ſame time make a Motion at his Face.

Leſſon

Leſſon 8. *Of the double Feint at the Head.*

Being within diſtance, make your firſt Motion or Feint, as before, at the Face, your ſecond Motion low without your Adverſaries Sword, towards his belly; and with the third, give a Thruſt without, and above his Sword, your Nails in Quart, marking every motion with your Head, Hands and Feet; and when you make your ſecond Motion, hold your Hand as in the ſingle Feint, and when you give in your Thruſt above Sword, you muſt Quart your Head well, becauſe you muſt give it in with your Nails in Quart; and by this means your Body will be kept ſecure within your Sword, when in Terce it would ly open, eſpecially to Counter-temps.

There is a Parying the contrary, either with the Counter-caveating Parade, or by anſwering every Motion, by what means you will fall to Parie your Adverſaries with the firſt Parade in Terce.

Leſſon 9. *Containing the manner of the Feint at the Head on the True Parade.*

The contrary to the ſecond Parade is this, and to do it you muſt make your Motion at your Adverſaries Face, and if you imagine he intends to Parie you with the ſecond Counter-caveating Parade, make round his Sword, as it were going a circle about it, and ſo give a Thruſt at his Arm-pit, and with your Left-hand avoid Counter-temps, and being within diſtance, approach with your firſt Motion, and in ſo doing you Caveat his Sword and ſhun his Parade, or if your Adverſary follows your Sword, you may make two or three circles till you find a fit time to let in your Thruſt,

Leſſon

Leſſon 10. *Of the Low Feint.*

When you intend to proceed in this, you muſt have your Sword without your Adverſaries and when it is ſo, make directly the Second Motion of the double Feint at the Head, and give in the Thruſt above, and when you are without diſtance, make your approach with the Feint, or firſt Motion, and make in your Thruſt with the ſecond. And this may be Paryed, by anſwering every Motion, or uſing the Counter-caveating Parade.

The contrary to it, is, when your Adverſary is making his low Feint, to take time, and give in the Thruſt above his Sword, your Nails in Quart.

Leſſon 11. *Of Battery.*

This is a kind of a Beat from whence it derives its name, and therefore when you play it you muſt preſent your Sword either without or within your Adverſaries, if within, and he within your Meaſure, then keep your Sword half a Foot from his, and when you intend to play, Strike a ſmall ſtroak on the Edg, and Feeble of your Sword on the Edg, and Feeble of his, and at the ſame Moment give a Beat with your Foot, which will ſurprize your Adverſary, if not well skilled; if it does not, nor that he anſwers you by offering to Parie, give a ſtrait home Thruſt at his Right-Pap, as you give in a plain Thruſt within the Sword, moving the Sword only with your Wriſt, and thereby keeping your Body cloſe. If your Adverſary offers to anſwer your ſtroak, and go to the Parade, then your beſt way is to ſlip him, and give in a Thruſt without, and above the Sword, or when you perceive him going to Parade, then ſuddenly ſlip and make a double Feint on the

other

other ſide, and Thruſt on that ſide you gave the Beat.

In the contrary of this Parie, with the Counter-caveating Parade, or meet his ſtroak, and make a half Thruſt, which will force him to the Parade; and ſo you may purſue.

Leſſon 12. *Of Volt Coupe.*

In this obſerve to preſent your Sword within your Adverſaries, he being within your Meaſure; then make a Feint at the Face your Nails in Quart, and upon this give a Beat with your Foot, and carry your Hand well Quarted, and if by offering to Parie, he anſwers this, and that high, then Thruſt at the Belly, your Nails in Terce, and keep your Left-hand as a Guard from Counter-temps; if by Parying low, you are diſappointed of this advantage, then after you have made your Feint, inſtead of a Thruſt in the Belly, ſlip his Parade, and give the Thruſt without, and above the Sword; and when you are within diſtance approach with the firſt Motion: If your Sword be preſented without your Adverſaries, you muſt firſt then diſengage.

The contrary to this is either to Parie his Sword with the ſecond Parade in Quart, or to take time and give your Thruſt the way he was to give it in upon you, at the inſtant he makes his Motion at your Face, or you may paſs without his Thruſt.

Leſſon 13. *Of Binding your Adverſaries Sword.*

This is the ſecureſt Play, and chiefeſt Miſtery in the Art of Fencing, wherefore to do it after you have preſented your Sword, either within or without your Adverſaries, on a ſudden over-lap ſix or ſeven Inches of his with eight or ten of yours; and this

is

is ſufficient to ſecure it; but this muſt be always done with the Edg of the Sword, whether you preſent it within or without, and immediately after you have bound it, give a Thruſt ſtrait home. In this caſe, always obſerving to keep a cloſe Left-foot, alſo to give a Beat with your Foot, and to bind with a Spring, *viz.* Preſs your Sword almoſt to the Ground, but ſtay not with it, but immediately bring it up again and then give the Thruſt; and this prevents Counter-temps, and the beſt Parade againſt it is, the Counter caveating Parade, and if your Adverſary ſlips your Sword, you muſt endeavour to bind him within or without the Sword again. You may alſo put upon him the double or ſingle Feint, or having bound your Sword without, you may give in your Thruſt, as in playing the ſingle Feint at the Head.

Leſſon 14. *Of the Flancanade.*

To do this, when you have preſented within your Adverſaries Sword, over-lap it with 12 Inches of yours, within eight of his, and give in the Thruſt on his Right-flank, on the other ſide of the Sword, and beneath it your Nails ſide-ways, throwing forward your Left-hand and turning the Palm from you to keep off Counter-temps in the Belly, and in Thruſting let your Hilt be lower than the Point, which ſecures his Sword; and note when you lap over to do it with the flat, and not with the Edg as when you bind.

And thus much may ſerve for an Introduction to the learner in the Science of Defence, and therfore for other Leſſons, not here ſet down, I refer him to a Maſter.

Of HAWKING.

Of Hawks there are two ſorts.

THe Long-Winged Hawks.
Faulcon and *Tiercle-gentle*,
Gerfaulcon and *Jerkin*.
Saker and *Sakaret*.
Lanner and *Lanneret*.
Barbary Falcon.
Merlin and *Jack*.
Hobby and *Jack*.

The Short Winged Hawks.
Eagle and *Iron*.
Goſhawk and *Tiercle*.
Sparrow-Hawk and *Musket*.

There are others too of inferiour ſort, as,
Ring-Tail.
Raven and *Buzzard*.
Forked Kite.
Hen-driver, &c.

And as the Age of theſe *Hawks* is, ſo we name them, as
The firſt Year a *Soarage*.
The ſecond Year an *Intermewer*.
The third Year a *White Hawk*.
The fourth Year a *Hawk of the firſt Coat*.

Thus much for their Names, now we come to ſpeak of the Flights of theſe *Hawks*; which are theſe,

The *Faulcon-Gentle*, for *Partridge* or *Mallard*.
Gerfaulcon, will fly at the *Herne*.
Saker, at the *Crane* or *Bittern*.

Lanner

Lanner, at the *Partridge*, *Pheaſant* or *Chooſe*.
Barbary Faulcon, at the *Partridge* only.
Merlin and *Hobby*, at the *Lark*, or any ſmall Bird.
Goſhawk and *Tiercle*, at the *Partridge*, or *Hare*.
Sparrow-Hawk, at the *Partridge* or *Black-Bird*. And the
Musket, at the *Buſh*.

Your *Hawk* watch, and keep from Sleep, continually carrying him upon your Fiſt, familiarly ſtroak him with a Wing of ſome Dead Fowl, or the like, and play with him; Accuſtom to gaze, and look in his Face with a Loving, Smiling, Gentle Countenance; and that will make him acquainted, and familiar with Men.

Having made him familiar, the next thing is to *Bring him to the Lure*, (which the *Faulconer* makes of Feathers and Leather, much like a Fowl, which he caſts into the Air, and calls the *Hawk* to) which is after this manner. Set your *Hawk* on the Perch, unhood him and ſhew him ſome Meat within your Fiſt, call him by *Chirping*, *Whiſtling*, or the like, till he comes, then Feed him with it; if he comes not, let him Faſt, and be ſharp ſet: Short-winged *Hawks*, are properly ſaid to be called, not *Lured*. Make him bold, and acquainted with Men, Dogs, and Horſes, and let him be eager and ſharp-ſet, before you ſhew him the *Lure*, knowing his *Luring* Hours; and let both ſides of the *Lure*, be garniſhed with warm and bloody Meat; let him likewiſe know your Voice well; ſo that being well acquainted with Voice, and *Lure*, the Hearing of the one, or ſight of the other, makes him Obedient; which you muſt reward by Feeding, or puniſh by Faſting.

But

But before *Luring* (or any Flight) it is requiſite to Bathe your *Hawk* in ſome quiet and ſtill ſhallow Brook, or for want of that in a Large Baſon, ſhallow Tub, or the like, leſt being at liberty, you loſe your *Hawk*, (whoſe Nature requires ſuch Bathing) and make him range. Now to make him know his *Lure*, is thus: Give your *Hawk* to another, and having looſned in readineſs his Hood-ſtrings, and faſtened a *Pullet* to the *Lure*, go a little diſtance, caſt it half the length of the ſtring about your Head, ſtill *Luring* with your Voice, unhood your *Hawk*, and throw it a little way from him; if he ſtoop and ſeize, let his plum the *Pullet*, and feed on it upon the *Lure*: Then take him and Meat on your Fiſt, Hood him and give him the Tiring of the Wing, or Foot of the ſaid *Pullet*.

Having Manned and *Lured* your *Hawk*, before you bring him to his Flight, one thing is to be obſerved and done, called in the *Faulconers Dialect*, *Enſeaming*, which is to cleanſe him from Fat, Greaſe, and Glut, know by his round Thighs, and full Meutings; and thus you may do it: In the Morning when you feed him, give him a bit or two of Hot-meat, and at Night very little or nothing. Then feed him Morning and Evening with a *Rook*, waſh't twice till the Pinions be tender; then give a Caſting of Feathers as his Nature will bear; and once in two or three dayes give him a Hens-neck well joynted and waſht: Then a quick Train *Pigeon* every Morning; and after by theſe and his own Exerciſe, he has broken and diſſolved the Greaſe, give him three or four *Pellets* of the Root of *Sallandine*, as big as a Garden Peaſe, ſteept in the Sirup of *Roſes*; and you have done this part of your Duty.

To

To Enter your *Hawks*, for *Partridge* or Fowl, Lay an old Field *Partridge* in a Hole, covered with ſomething, and faſten to it a ſmall *Creance* (*i. e.* a Fine ſmall long Line of ſtrong and even-wound Packthread faſtned to the *Hawks* Leaſh when firſt Lured,) and uncoupling your ranging Spaniels, pluck off the Covering of the Train *Partridge* and let it go, and the *Hawk* after it; and as ſoon as he has ſlain it, reward him well with it. And thus to make him fly at Fowl, feed him well with the Train of the Fowl you would have; doing afterwards as above.

The Fault of *Hawks* differ according to their Nature and Make. Long-Winged *Hawks* faults are thus helped. If he uſed to take ſtand, flying at the River, or in Champain Fields, ſhun flying near Trees or Covert, or otherwiſe, let ſeveral Perſons have Trains, and as he offers to ſtand, let him that's next caſt out his Train, and he killing it reward him. And indeed you ought never to be without ſome live Bird or Fowl in your Bag, as *Pigeon*, *Duck*, *Mallard*, &c. If he be Froward and Coy; when he Kills, reward him not as uſually, but ſlide ſome other Meat under him and let him take his pleaſure on it; giving him ſome Feathers to make him ſcour and caſt. If he be *Wild*, *look not inward*, but mind Check, (*i. e.* other Game, as Crows, &c. that fly croſs him) then lure him back, and ſtooping to it, reward him preſently.

The faults of Short-winged *Hawks* thus are helped. Sometimes the *Goſhawk* and *Sparrow-Hawks*, will neither kill, nor fly the Game to Mark, but will turn Tail to it: Then encourage your Dogs to Hunt, caſt a Train *Partridge* before your

your *Hawk*, make him ſeize it, and feed well upon it.

If a Hawk take a Tree, and will not fly at all, feed him then upon quick Birds, and make him foot them, and in the plain Champaign Fields unhood him, and riding up and down a while let one caſt out a Field *Partridge* before him, let him fly at it, and footing it, feed on it. If they be too fond of a Man, that after a ſtroke or two will not fly, be ſeldom familiar with him, and reward him not as he comes ſo improperly: Otherwiſe reward him well.

As for *Mewing* of *Hawks*, the beſt time for Long-winged *Hawks* is about the middle of *April*, and *March* for the Short-winged *Hawks*. There are two kinds of *Mewings*. 1. *At the ſtock or ſtone*; ſo called from its being low upon the Ground, free from Noiſe, Vermin or ill Air. 2. *At large*; ſo called from being in a high Room, with open Windows towards the *North* or *North-Eaſt*. The former is accounted the beſt *Mewing*. The Faulconer, before he *Mews* his *Hawks*, ſee if they have *Lice*, to Pepper and Scower them too. The beſt time to draw the Field *Hawk* from the *Mew*, is in *June*, and he will be ready to fly in *Auguſt*; the *Hawks* for the River in *Auguſt*, will be ready in *September*.

Cures for Hawks Diſeaſes.

The Faulconer ought diligently to obſerve the Complexions of his *Hawks Caſtings* and *Mewings*, to judge of their Maladies, an aſſured ſign of knowing whether they are ſick or diſtempered in this. Take your *Hawk*, turning up her Train, if you ſee her Tuel or Fundament ſwelleth, or looketh red; Or, if her Eyes or Ears be of a fiery

fiery Complexion, it is an infallible ſign of her being not well and in good health; and then Scourling is neceſſary firſt; which is done by *Aloes Cicatrine*, about the quantity of a Pea wrapt up in her Meat; and this avoids Greaſe, and kills Worms too.

For the Cataract: Take one Scruple of waſht *Aloes* finely beaten, and two Scruples of *Sugar-candy*, mix theſe together, and with a Quil blow it three or four times a day into your *Hawks* Eye.

Pantus or *Aſthma*: Pour the Oyl of ſweet *Almonds* into a Chickens Gut, well waſht, and give it the *Hawk*: Or, ſcower him with *Sallandine*-Pellets, and Oyl of *Roſes*, and then waſh his meat in the Decoction of *Colts-foot*.

Filanders or *Worms*: To prevent them, ſeeing your *Hawk* low and poor, give her once a month a Clove of *Garlick*. To cure or kill them; take half a dozen Cloves of *Garlick*, boil them very tender in Milk, dry the Milk out of them; put them into a Spoonful of the beſt Oyl of *Olives*, and having ſteept them all Night, give them both to your *Hawk*, when ſhe has caſt, in the morning: feed him not till two hours after, and then with warm meat, and keep him warm all that day.

Lice: Mail your *Hawk* in ſome Woollen Cloth, put between his Head and Hood a little Wool, and take a Pipe of Tobacco, put the little end in at the Tream, blow the ſmoak, and the *Lice* that eſcape killing, will creep into the Cloth: *Probatum*.

Formica: Take a little of the Gall of a Bull, and beating it with *Aloes*, anoint the Beak of the *Hawk*, Morning and Evening,

Frounce: Take the Powder of *Allume*, reduced to a Salve with ſtrong Wine Vinegar, and waſh her

her mouth with it; then take the Juice of *Lolium* and *Raddiſh*, mixt with Salt, and anoint the Sore.

Apoplex: Gather the Herb *Aſterion*, waſh your Hawks meat with the Jucie thereof when you feed him.

Wounds: Take the Juice of *Engliſh Tobacco*, or *Mouſe-ears*, after you have ſticht it up with a little Lint, bathe the place.

Of BOWLING.

THe firſt and greateſt Cunning to be obſerved in *Bowling*, is the right chuſing your Bowl, which muſt be ſuitable to the Grounds you deſign to run on, thus: For *cloſe Alleys*, your beſt choice is the *Flat Bowl*: 2. For *open Grounds* of Advantage, the Round-byaſſed-bowl. 3. For *Green Swarths*, that are plain and level, the Bowl that is *Round as a Ball*.

The next thing requires your Care is, the chuſing out your Ground, and preventing the Windings, Hangings, and many turning Advantages of the ſame, whether it be in open wide places, as Bares & Bowling-greens, or in cloſe Bowling-alleys.

Laſtly, Have your Judgment about you to obſerve and diſtinguiſh the Riſings, Fallings and Advantages of the Places where you Bowl: Have your Wits about you to avoid being rookt of your Money: And have your Underſtanding about you, to know your beſt Time and Opportunity for this Recreation; and finally a ſtudious Care of your Words and Paſſions, and then Bowl away, and you may deſerve, *Well have you bowled indeed.*

But methinks I cannot conclude here, without admiring how aptly a Bowling-green is by the Divine *Quarles* characterized, in the following Verſes, thus,

Brave

Brave Paſtime, Readers, *to conſume that day,*
Which without Paſtime flies too ſwift away!
See how they Labour, as if Day and Night
Were both too ſhort to ſerve their looſe Delight?
See how their curved Bodies wreath, and skrue
Such Antick ſhapes as Proteus *never knew:*
One rapps an Oath, another deals a Curſe,
He never better bowl'd, this never worſe;
One rubs his itchleſs Elbow, ſhrugs and laughs,
The t'other bends his Beetle-brows, and chafes;
Sometimes they whoop ſometimes the Stygian *eryes,*
Send their black Santo's *to the bluſhing Skies:*
Thus mingling Humours in a mad Confuſion
They make bad premiſſes and worſe Concluſion.

Thus much for Bowling.

Of TENNIS.

THis Recreation is of the ſame Date for its Antiquity of Invention with Bowling, and for the Violence of its Exerciſe to be preferred before it. This Sport indeed is of ſo univerſal an Acceptance, that Majeſty it ſelf is pleaſed to deſign it its Recommendation, by tracking its laborious ſteps; and Princes and Lords admire it too for the moſt proper Recreation, to ſuit with Innocence, and true Nobility. Here the Body is briskly exerciſed more than ordinary, and inured in Agility and Nimbleneſs; this renders the Limbs flexible and mettleſom, and adapts them for the moſt Vigorous Enterprize.

Ten-

Tennis and *Baloon* are Sports which are play'd almoſt with the ſame Inſtruments; and therefore may be under one and the ſame Head: The firſt is a Paſtime, uſed in cloſe or open Courts, by ſtriking a little Round Ball to and fro, either with the Palms of the hands (and then is called *Pila palmaria* in Latin) or elſe a *Racket*, made for the purpoſe, round with Net or Cat-gut, with a Handle: The other a ſtrong and moving Sport in the open Fields with a great Ball of a double Leather filled with Wind, and ſo driven to and fro with the ſtrength of a Mans Arm, armed in a Brace of Wood. And thus much ſhall ſuffice to ſpeak of the *Baloon* and *Tennis*; only let me deſire you, let not this or any other Paſtime diſturb your Minds; divert you from the diligent and careful Proſecution of your own lawful Buſineſs; or invite you to throw away your Time and Money too laviſhly and idley; nor engage you in any Paſſion; that ſo you may not offend God, diſlike your Neighbour, nor incomode your Self and Family in your Well-being and Felicity; and then you may recreate your ſelf without Fear: And in this Recreation obſerve the enſuing Morality of

The Tennis-Court.

When as the Hand at Tennis *Plays,*
And Men to Gaming fall,
Love *is the* Court, Hope *is the* Houſe,
And Favour *ſerves the* Ball,

This Ball *it ſelf is due Deſert,*
The Line that meaſure ſhows
Is Reaſon, *whereon* Judgment *looks*
Where Players win and loſe.

The Tutties *are Deceitful Shifts,*
The Stoppers, Jealouſy,
Which hath Sir Argus *hundred Eyes,*
Wherewith to watch and pry.

The Fault whereon Fifteen *is loſt,*
Is Want of Wit *and* Senſe,
And he that brings the Racket *in*
Is Double Diligence.

But now the Racket *is* Free-will,
Which makes the Ball *rebound,*
And Noble Beauty *is the* Choice,
And of each Game the Ground.

Then Racket *ſtrikes the* Ball *away,*
And there is Over-ſight,
A Bandy *ho! the People cry,*
And ſo the Ball *takes flight.*

Now at the length Good-liking *proves*
Content to be their Gain:
Thus in the Tennis-Court, Love is
A Pleaſure mixt with Pain.

Of RINGING.

WHoſoever would become an accurate Maſter of this excellent Art and Pleaſure, and is very deſirous to be eſteemed an Elaborate and Ingenious Ringer, and be enrolled amongſt that Honoured Society of College Youths; I muſt beg leave to inſtruct him before he enters the Bell-free, in theſe enſuing ſhort Rules, which he muſt ſtrictly obſerve, *viz.*

1.

1. That as all *Muſick* conſiſts in theſe ſix plain *Notes*, *La Sol Fa Mi Re Ut*; ſo in *Ringing*, a Peal of Bells is Tuned according to theſe Princi ples of Muſick: For as each *Bell takes its Denomination from the Note it Sounds*, by its being flatter or deeper, as, *Firſt*, or Treble, *ſecond*, *third*, *fourth*, &c. as they are in number to *ten* or *twelve* Bells, the laſt being called the *Tenor*; So muſt they ſucceſſively ſtrike one after another both *Fore-ſtroke* and *Back-ſtroke*, in a due Muſical time or Equi-diſtance, to render their Harmony the more Pleaſant, and to make the Young Practitioner the better informed to obſerve the *Life of Muſick*, and indeed of true Ringing, *Time*; and therefore is called, *Round-ringing*.

2. As in Muſick, ſo in Ringing there are three *Concords*, ſo called from their Melodious Harmony and Agreement, which Principally are theſe; *Thirds*, *viz.* 1 3, 2 4, *&c.* *Fifths* 1 5, 2 6, *&c.* *Eights* 1 8, 2 9, 3 10, *&c.* and theſe are the more pleaſant according to the Number of Bells they are ſtruck on, and as they are ſtruck, whether ſeperately or mutually. From hence *Changes* are made, which is only a Changing place of one *Note* with another, ſo variouſly, as Muſick may be heard a thouſand ways of Harmony; which being ſo obvious to common Obſervation, I ſhall not go about to demonſtrate; for that if two may be varied two ways, ſurely by the Rule of *Multiplication*, a Man may eaſily learn how many times 6, 7, 8, 9, 10, or 12 Bells Notes may be varied; which will run almoſt *ad infinitum*.

3. For the better obſerving the Ringing of *Changes* or *Rounds*, theſe three things are to be noted.

1. *The Raiſing true in Peal.*
2. *Ringing at a low Compaſs*; and
3. *Ceaſing in true Peal*; all which three are the moſt eſſential Parts to render a Practitioner *Excellent*.

1. For *Raſing a Peal of Bells true*, the modern and beſt Practice recommends the *ſwifteſt and quickeſt poſſible*, every one taking Aſſiſtance to raiſe his Bell, as its going requires: the *leſſer* Bells as *Treble*, *&c.* being by main ſtrength *held down* in their firſt Sway (or pull) to get time for the ſtriking of the reſt of larger Compaſs; and ſo continued to be ſtrong pulled till Frame-high, and then may be ſlackned: The bigger, as *Tenor*, &c. muſt be pincht or checkt over-head, that the Notes may be hard to ſtrike roundly and hanſomely. Obſerve that all the Notes ſtrike round at one Pull: I do not mean the firſt; but 'tis according to the Bigneſs and Weightineſs of your Bells: However in raiſing a Peal, do not let one Bell ſtrike before the reſt, or miſs when the reſt do; this is contrary to the Strict Rules of *true Ringing*: And this is called *Round-ringing*. Now if you deſign to raiſe a Peal of Bells for *Changes*, you ought to raiſe them to a Set-pull, as the moſt proper for commanding the Notes, and he who is not well skilled to manage his Bell at a Set-pull, will be apt to drop or overturn it, be in a Wood, and fruitleſsly toil and moil himſelf. Therefore in practiſing the Setting of a Bell, caſt your Eye about the other Bell-Ropes, during your managing your own, that you may accuſtom your ſelf to manage it according to the *Change*.

2. For *Ringing at a low Compaſs*, is thus obſerved: By keeping a due *punctum* or beat of time, in the ſucceſſive ſtriking one after another of

of every Bell; the beſt Ringer being ſet to the *Treble*, that may guide and direct the reſt of the Notes in their due Meaſure.

3. *For Ceaſing a Peal of Bells*; let them fall gradually from a ſet Peal, checking them only at Sally, till the low Compaſs renders it uſeleſs; and when ſo low, that for want of Compaſs, they can ſcarce ſtrike at Back-ſtroak; then let the the *Treble*-Ringer ſtamp, as a Signal, to notify, that the next time they come to ſtrike at the Fore-ſtroke, to check them down, to hinder their ſtriking the Back-ſtroke; yet Fore-ſtroke continued, till brought to a neat and graceful Chime, which may be the Finis to that Peal.

Thus much in ſhort, for *Raiſing*, *Round-ringing*, and *Ceaſing a Peal* of Bells; I come next to lead you forth into that ſpacious Field of Variety of *Changes*, and preſent you with Inſtructions that may be meerly neceſſary, for the right Underſtanding the ſeveral kinds of them.

Now in *Ringing Changes*, two of our beſt Senſes, are to be employed, *viz.* The Ear, and the Eye: The Ear, hearing when to make a *Change*; and the Eye directing the Bell in makeing it: The Bells being the Object of the Former, and the Bell-ropes the Object of the Latter: And to render both the Eye and Ear Uſeful in Ringing *Changes*, theſe Five things are throughly to be Underſtood.

Firſt, Endeavour to diſtinguiſh the *Notes* of a *Peal* of *Bells*, one from another while Ringing.

Secondly, Learn to apprehend the places of the *Notes*.

Thirdly, Underſtand the Precedency of *Notes*.

Fourthly, How to make a *Change* in *Ringing*.

Fifthly, and *Laſtly*, How to Practiſe the four fore-going Notions, in General.

1. *To know the Notes of a Peal of Bells aſunder* (which is eaſy in *Round-Ringing*) in *Changes* is thus: Get the skill of Tuning them with your *Voice*, by imitating their Notes while *Ringing*. Or if you are acquainted, either by your ſelf or Friend, with ſome *Singing-Maſter*, or one who has skill in *Singing*, get him to inſtruct you in the true Pitch of any *Note*, and aid your diſtinguiſhing them; otherwiſe you may be puzzled in this, to know which is *Treble*, which *Second*, &c. as in 532641, *&c.*

2. To know the places of the *Notes*, is no way better to be apprehended than thus: The Practitioner ought to form an *Idea* in his Head of the place of each *Note*, whether in a direct *Line*, or *Obliquely*; and repreſenting them by a *Figure* in his Mind, ſee (as it were) by the Eye of the Underſtanding each ſtroke of the *Bell*, as the *Treble*, 1. *Second* 2. *Third* 3. *&c.* ſo that as the *Ear* is to direct him, when to make the Change, ſo a right Apprehenſion of the *Motion* and *Places* of the *Notes*, ought to be a means to guide his Ear.

3. The Precedency of *Notes*, is of a very obvious Demonſtration; thus: In Ringing *Changes* the Fore and Back-ſtroke, ſucceſſively following one another, are properly ſaid to *Lye behind* one another, according to their places of ſtriking. Or in ſhort, in 12345. the *Note* that leads either at Fore or Back-ſtroke, is ſaid to *Lye before* the reſt, and the laſt to be behind. As the 2 is ſaid to lye behind the 1, ſo it lyeth before the 3, as the 3 lyeth behind 2, ſo it lyeth before the 4. And ſo of as many as are *Rung*.

4. The manner of making a *Change*, is very com-

common, and needs no particular, but general Rule; That it is made by moving one *Note* into anothers place, Up and Down, as Occasion requires; but usually made by two *Notes* standing one next the other, as hereafter may be observed.

Lastly, In your Ringing *Changes*, these two things (in which consists the practick part of this Art) are to be rightly considered, *First*, Readily to know which two *Bells* are to make the succeeding *Change*. And *Secondly*, to consider (if you are concerned in it) what *Bell* you are to follow in making it. To understand which the more perfectly, you must imprint in your Memory, the Method of the *Changes* prick'd in *Figures*, and to be expert likewise in setting them down divers ways, and making any *Figure* a *Hunt* at Pleasure; and thus without pausing or hesitating to consider the Course, you may throughly understand the Methods; the Four preceding Observations being first perfectly understood

There are two ways of *Ringing Changes*, viz. By *Walking* them, as the Artists stile it; or by *Whole Pulls*, or *Half-pulls*: *Walking* is, when in one *Change* the *Bells* go round, *Four*, *Six*, or *Eight* times; which is a most incomparable way to improve a Young Practitioner, by giving him time to consider, which two *Bells* do make the next succeeding *Change*, and in making it, what *Bell* each is to follow; so that by this means (by his Industry) he may be capable of Ringing at *Whole-pulls*; which is, when the *Bells* go round in a *Change* at Fore and Back-stroke; and a New *Change* is made every time they are pulled down at Sally. This was an Ancient Practice, but is now laid aside, since we have learnt a more advantageous way of hanging our *Bells*, that we can man-

age a *Bell* with more eaſe at a *Set-pull* than formerly: So that Ringing at *Half-Pulls* is now the the modern general Practice; that is, when one *Change* is made at Fore-ſtroke, another at Back-ſtroke, &c.

He that Rings the ſloweſt *Hunt*, ought to notify the *extream Changes*; which is, when the Leading *Bell* is pulling down, that he might make the *Change* next before the extreme, he ought to ſay, *Extreme*. By this means, betwixt the Warning and the Extreme there will be one compleat *Change*.

Of Changes, &c.

There are *two kinds of Changes*, viz. *Plain Changes*, and *Croſs-peals*; which Terms do denote the *Nature* of them; for as the firſt is ſtiled *Plain*, ſo are its methods eaſy; and as the ſecond is called *Croſs*, ſo are its Methods croſs and intricate: The firſt have a general Method, in which all the Notes (except Three) have a direct *Hunting-Courſe*, moving gradually under each other, plainly and uniformly: *Plain* are likwiſe termed *ſingle Changes*, becauſe there is but one ſingle Change made in the ſtriking all the Notes round, either at Fore or Back-ſtroke. But the Second is *various*, each *Peal* differing in its Courſe from all others; and in *Croſs-peals as many Changes may be made as the Notes will permit*. In ſhort, as to *Plain-changes*, I ſhall not dilate on them here, it being ſo *plainly* underſtood by every one that lately have rung a *Bell* in peal; all therefore I ſhall add is this, that any two Notes that ſtrike next together may make a Change, which may be done either *ſingle or double*, as you liſt. The *ſingle*, by changing two Notes; and the *double*, by

by changing Four, *i. e.* Two to make one Change and two another; which is however called *One double Change*, and not two Changes; becauſe tis made in ſtriking the Notes of the *Bells* once round.

Of Croſs-peals.

Or in theſe *Croſs-peals* we muſt Obſerve the *prime Movement*, which ſets the whole Frame a going, and that is called the *Hunt*, which hath *one conſtant Uniform Motion throughout the Peal*, and different from that of the other Notes; and indeed by this the whole Courſe of the Peal is Steered. This keeps a continual motion through the other Notes, *i. e.* from leading, to ſtrike behind, and from thence again to Lead; which is called one *compleat Courſe*.

Some Peals upon *five Bells* conſiſt of ſingle Courſes, wherein are ten Changes, and twelve Courſes make the Peal. Others upon five, conſiſt of double Courſes, wherein are twenty Changes to every Courſe, and ſix Courſes in the Peal.

Upon *ſix Bells* there are likewiſe *ſingle* and *double* Courſes, *viz.* Twelve Changes in every ſingle Courſe, as in *Grandſire-bob*, *&c.* and Twenty-four Changes in every double Courſe, as in *College Bobs*, that being the firſt Change of every Courſe, wherein the *Hunt* leaves Leading: In ſhort, judiciouſly obſerve the firſt Courſe of any *Croſs-peal*, and you will ſoon ſee the general Method of the whole Peal: All Courſes in Croſs-Peals agreeing in theſe following three Reſpects. Firſt, *In the Motion of the Hunt*. Secondly *In the motion of the reſt of the Notes*: And Thirdly, *In making the Changes*. Which three things being well (to omit Inſtance of Demonſtration)

and narrowly obſerved, will be very helpful both in pricking and ringing Courſes; the firſt and third for directing you in Pricking them, and the firſt and ſecond in Ringing them.

There is one Difficulty to be removed e're I can come to prick down thoſe Peals I deſign to be the Subject of the Diſcourſe of this *Epitome*, and that is, *How to make the firſt Changes at the beginning of each Peal*; I mean to make the *Second*, *Third*, *Fourth*, &c. *whole Hunts*; and this in ſhort is thus directed: In any *Croſs-peal* the *whole Hunt* may move either up or down at the beginning; and the Motion of the *whole Hunt*, in the firſt Courſe of each of the following Peals will direct the firſt Motion of any *Croſs-Hunt*, and by Conſequence of making the firſt Changes in that Peal. Taking along with you this Obſervation.

That whenſoever the firſt Change of any Peal happens to be *ſingle*, it muſt be made at the back-ſtroke, to prevent *cutting Compaſs*; and the like when a double Change happens firſt in a Peal of *Triples and doubles*: But when it happens, that the firſt Change is made at the Back-ſtroke, then Conſequently the Bells at the end of the Peal will come round at a Fore-ſtroke Change.

I ſhall omit ſpeaking to any of the ſeveral Peals on *four or five Bells*; for that in my opinion little *Muſick* is heard, though much *Practical Obſervation* is made, from them; and therefore ſhall begin with *Grandſire-bob*, as having mentioned it but juſt before in my general View I made of *Croſs-peals*.

Grandſire Bob.

Bob Changes take their Name from this; *viz.* When the *Treble* leads in the *Second* and *Third*, and

and the *Fifth* and *Sixth*'s places, then they are called *Bob-changes*. In Ringing which you are to obſerve theſe Rules, *viz.*

Whatſoever Bells you follow when you *Hunt up*, the ſame Bells in the ſame order you muſt follow in *Hunting down*; as in the Changes here prickt, where the *Treble* hunting up *Firſt* follows *Second*, then *Fourth*, and then *Sixth*; when it comes behind, *Firſt* follows *Second*, in hunting down *Fourth*; and when hunting up follows *Sixth* in the ſame Order: The like may be obſerved in Ringing any other Bell, with this Difference betwixt the whole Hunt and the reſt, *viz.* Every time the Whole hunt leaves the *Treble*'s place, and hunts up, it followeth different Bells, from what it did at its firſt hunting up.

In the enſuing Peal here prickt are *Eighteen-ſcore* Changes, wanting one. It may be Rung with any *Hunts*, and begin the Changes *Triple* and *Double*: You may make your extream at the firſt, ſecond, or third *ſingle Bob*; or the firſt, ſecond, or third time, that the half and *Quarter-hunts* dodg behind; the *ſingle* muſt be made behind in either of theſe.

123456	132546	516342	641253	236415
214365	135264	153624	614523	263145
241635	312546	156342	165432	621354
426153	321456	513624	*bob*	612345
462513	234165	531264	156423	165243
645231	243615	352145	514632	162534
654321	426351	325416	541362	615243
563412	462531	234561	453126	651423
536142	645213	243651	435216	564132
351624	654123	426315	342561	546312
315264	561432	462135	324651	453621
				435261

435261	652431	653214	132654	136524
342516	564213	562341	———	135642
324156	546123	526431	123564	153462
231465	451632	254613	125346	*bob.*
213645	415362	245163	———	135426
126354	143526	421536	152436	153246
123645	*bob.*	412356	154263	152364
216354	134562	143265	———	125634
261534	315426	142356	145623	126543
625143	351246	———	*bob.*	162453
652413	532164	124536	154632	164235
564231	523614	125463	———	146325
546321	256341	———	145362	*bob,*
453612	265431	152643	*bob.*	164352
435162	624513	156234	154326	146532
341526	642153	———	———	*bob.*
314256	461235	165324	145236	164523
132465	416325	163542	142563	146253
134256	143652	———	———	142635
312465	*bob.*	136452	124653	124365
321645	134625	*bob.*	126435	123456
236154	316452	163425	———	
263514	361542	———	162345	
625341	635124	136245	163254	

Thus much for the *Grandsire-bob*; I shall next collect what *London Peals* I think most Harmonious, and agreeable, without troubling my self to go to *Oxford*, or *Nottingham*, or *Redding*, to enquire after their different Methods of Peals, as indeed needless; and my reason is this: Because I think the same Rules for *Peals* that are suitable to our *London Genius*, may challenge likewise an Acceptance amongst other *Cities*; provided their *Steeples* are furnished with as many, and as good *Bells*, and their *Belfree's* with as ingenious

nious and elaborate *Ringers* as here in *London*

I ſhall begin then with *Peals upon ſix Bells*, and herein in order, meaſure out the Delights on *Peals* from *Six* to *Eight Bells*, and ſetting out early, preſent you with

The Morning Exerciſe.

Doubles and *ſingles*. The whole *Hunt* is the *Treble*, which Hunteth up into the *Second*, *Third*, and *Fourth* places, lying twice in each; and then lyeth ſtill in the *Sixth* place, having dodged behind, and makes another, and then *Hunts* down as it *Hunted* up, and then leads four times. Obſerving the manner of its Pricking, and its Practice, may excuſe any further defining it.

123456	265143	163425	125643	143256
213465	265134	———	125634	134265
213456	265143	165243	———	134256
231465	261534	165234	124365	———
231456	216543	156243	124356	136524
234165	216534	156234	142365	136542
234156	126543	———	142356	*bob.*
243516	126534	154326	———	135624
243561	162543	154362	146532	135642
245316	162534	*bob.*	146523	———
245361	———	153426	*bob.*	132465
254631	164352	153462	145632	132456
254613	164325	———	145623	123465
256431	*bob.*	152643	———	123456
256413	163452	152634	143265	———

This will go a 120 *Changes*, and by making *Bobs*, 240, 360, 270.

A Cure for Melancholy.

Doubles and *Singles.*

I ſhould think it needleſs to explain the method of prick'd *Peals*, and give a large Definition of them, when their plain Demoſtration might be ſufficient; However, as the Old *Phraſe* is, *Becauſe 'tis uſual*, ſomething ſhall be ſaid of this too.

The *Treble* is the whole *Hunt*, as in the former, and leads four times, and lyeth behind as many, and twice in every other place; the two *Bells* in the 3d. and 4th. places continue dodging, when the *Treble* moves out of 4th. place, until it comes down there again, and then the two hindmoſt dodge, till the *Treble* diſplaceth them; who maketh every double *Change*, except when it lieth behind, and then the double is on the four firſt, and on the four laſt when it leads. Every ſingle (except when the *Treble* lies there) is in the 5th. and 6th. places; or if poſſeſſed by the *Treble*, then in the 3d. and 4th. places: Every *Bell* (except the *Treble*) lies four times in the Second place: But enough; a word is enough to the Wiſe. See it here Deciphered.

123456	243516	425316	145236	*bob.*
213465	245316	452136	145263	165423
213456	243561	452163	142536	165432
231465	245361	451236	142563	———
231456	423561	451263	———	143652
234165	425361	415236	156423	143625
234156	423516	415263	156432	*bob.*

134652

134652	125634	152436	156423	136254
144625	125643	———	156432	136245
———	126534	143526	*bob.*	———
162345	126543	143562	165423	124365
162354	———	*bob.*	165432	124356
163245	154263	134526	———	123465
163254	154236	134562	132654	123456
———	152463	———	132645	———

This will go *Six-ſcore Changes*, but by making *bobs*, it will go 240, 360, or 720. The *Bob* is a double *Change* at the leading of the *Treble*, in which the *Bell* in the 4th. place lyeth ſtill.

London Nightingale.

Doubles and *Singles*.

The Whole-hunt is the *Treble*, who lyeth four times before, and as many behind, and twice in every other place: The two hind *Bells* continue dodging, when the *Treble* moves down out of the *Fifth* place, till he comes there again, the *Bell* in the *Fourth* place lying ſtill all the while: When the two hind *Bells* aforeſaid leave dodging, then the two *Firſt Bells* take their dodging places, till diſpoſſeſſed again, by the return of the ſaid Hind *Bells* to their dodging; and then they Ceaſe.

123456	234165	243561	425316	415236
213465	234156	423561	452136	415263
213456	243516	245361	452163	145236
231465	423516	425361	451236	145263
231456	243561	245316	451263	154236
				154263

154263	156324	142365	125643	143652
———	156342	124356	152634	143625
126543	———	124365	152643	*bob.*
126534	134562	———	———	146352
162543	134526	136245	164523	146325
162534	*bob.*	136254	164532	———
———	135462	163245	*bob.*	132465
153624	135426	163254	165423	132456
153642	———	———	165432	123465
bob.	142356	125634	———	123456

This will go 120, and by making *Bobs*, 240, 360, or 720.

College Bobs.

In this *Bob*, when the *Treble* leaves the two Hind *Bells*, they dodge till it comes there again, and till the *Treble* gives way for the dodging again of the ſaid two Hind *Bell*, the two *Firſt Bells* dodge, but after Ceaſe dodging, when the two Hind *Bells* dodge.

123456	243651	421635	152364	165324
214365	426315	246153	135246	*bob.*
124356	462135	241635	153246	156342
213465	641253	426153	———	———
231456	642135	462513	126543	132546
324165	461253	*&c.*	125634	135264
321456	416235	165432	———	———
234165	142653	*bob.*	164235	124365
243615	412635	156423	162453	123456
426351	146253	———	———	———
246315	142635	143526	143652	
423651	416253	*bob.*	*bob.*	
246351	146235	134562	134625	
423615	412653	———	———	

An-

Another.

Here, every *Bell*, when it comes to lead, makes a dodge before, then after one *Change*, it lyeth ſtill; after it has made another dodge, it moves up into the 4th. place, where twice it lyeth ſtill; and down again; except the *Treble* happens to dodge with it in the 4th. place, then it hunts up behind. When the *Treble* moves down out of the 3*d*. place, the two *Bells* in the 3*d*. and 4*th*. place continue there, till the *Treble* comes up thither again, the two hind *Bells* dodging in the mean time.

123456	265314	132564	135426	164352
214365	625341	315246		
124356	263514	351426	153246	146532
213465	236154	534162	152364	*bob.*
231645	321645	351462		164523
326145	236145	534126	125634	
231654	321654	&c.	126543	146253
326154	312564	153624		142635
362415	135246	*bob*	152453	
634251	315264	135642	164235	124365
364215	132546			123456
632451	135264	153462	146325	
623541	312546	*bob.*	*bob.*	

Both theſe *bobs* will go *One Hundred* and *Twenty Changes*, and by making of *bobs*, they will go, 240, 360, or 720. And thus with little Variation, there are other *bobs* may be made after the ſame manner, and afford as Admirable Muſick, as poſſibly can be made on *Bells*. I ſhall there-

therefore haſten to finiſh this days Work, only firſt preſent you with this one more called,

The City Delight:

Doubles and Singles.

The whole *Hunt* is the *Treble*, and lieth as before in the *Nightingale*: When the *Treble* moves out of the 3*d.* place, the *Singles* are made in the 2*d.* and 3*d.* place, till the *Treble* repoſſeſſes his his 3*d.* place, and then behind, till it moves up again out of the 3*d.* place. The two hind *Bells* dodge, when the *Treble* moves out of the 4*th.* place, till he returns again; the *Bell* in the 4*th.* place lying ſtill all the while.

123456	264351	154362	162534	143265
213465	265413	*bob.*	162543	143256
213456	256413	153426	126534	134265
231465	265143	153462	126543	134256
231456	256143	156234	124365	135642
234165	251634	156245	124356	135624
234156	251643	165234	142365	*bob.*
243156	215634	165243	142356	136542
234615	215643	164352	145623	136524
243615	125634	164325	145632	132465
243615	125643	*bob.*	*bob.*	132456
246351	152634	163452	146523	123465
264351	152643	163425	146532	123456
246531	154326			

This will go as many *Changes* as the laſt mentioned, by making *Bobs*. And here I will ſhut up this days Peal upon Six *Bells* with

The

The Evening Delight.

Doubles and *Singles.*

The Whole *Hunt* is the *Treble*, and lyes as before ſpecified, with this exception only: That it dodges in the 2*d.* and 3*d.* places, every time it *Hunts* up, and down. Obſerve when *Treble* goes to lead, and leaves of leading, the *Bells* in the 3*d.* and 4*th.* places lye ſtill, *&c.* Note the pricking this *Peal.*

123456	254163	164235	145326	156324
213465	245163	———	154326	*bob.*
231465	241536	162453	———	165342
213645	214536	126453	153462	156342
231645	241356	*bob.*	135462	———
236154	214356	162435	153642	153624
263154	124365	126435	135642	135624
236514	142365	———	———	153264
263514	124635	124653	136524	135264
265314	142635	142653	163524	———
256341	———	124563	*bob.*	132546
265431	146253	142563	136542	123546
256431	164235	———	163542	132456
254613	*bob.*	145236	———	123456
245163	146253	154236	165324	———

This Peal will go 120 *Changes*, and by making *Bobs*, as many as above.

Note that in all the foregoing Peals upon *Six Bells*, the *Bobs* are double *Changes*, and made always at the leadings of the *Whole-Hunt.* He that Rings the *Half-Hunt*, may beſt call *Bob* in all Peals.

I come now to the *Changes* upon Seven *Bells*, which though the seldom Practice of them might excuse my omitting them; yet becauſe I promiſed to ſay ſomewhat of them, I ſhall be as good as my Word, (the Character of an Honeſt man) and preſent you with a couple of Examples, and then proceed to *Peals* upon *Eight*: But this I muſt crave leave to premiſe, That Variety of *Changes* may be prick'd upon Seven *Bells*, as *Triples*, and *Doubles*, *Triples Doubles*, and *Single Doubles*, &c. and the ſame Methods may be prick'd upon *Seven*, as may be upon *Five*, the true difference of Proportion being obſerved; but to proceed.

Dodging Triples.

Triples and *Doubles*, and indeed all *Peals* upon Six, may likewiſe go upon Seven *Bells*, thus,

1234567		
2143576	4523671	3514276
2415367	5432761	3152467
4251376	4523716	1325476
4523167	5432176	1352746
5432617	5341267	

Plain Triples.

1234567		
2143657	6745231	3517264
2416375	7654321	3152746
4261735	7563412	1325476
4627153	5736142	
6472513	5371624	

In this all the Bells have a Hunting *Courſe*.

College

College Triples, dodging before, and behind,

1234567		
2143576	2467315	4176235
2415367	4276135	4712653
4251376	2471653	7421635
2453167	4217635	4726153
4235617	4126753	7462513
2436571	1462735	4765231
4263751	1467253	

This Peal thus prick't, will go, 84 *Changes*, and the *Treble* leading, and the *Half Hunt* lying next it, and a parting *Change* (which is a double on the four middlemoſt of the Six hind *Bells*) being made, it will go 420, and by making *Bobs* 5040.

Thus much ſhall ſuffice for *Peals* upon Seven *Bells*, I proceed to *Changes* upon *Eight*.

Peals of Eight Bells.

Without amuſing our ſelves with what Notes are moſt *Muſical*, to *lye behind*, we will come to the matter of Fact; for thoſe Methods of *Peals* that are prick'd on *ſix*, may be the ſame upon *Eight*, Obſerving only, that *Triples* and *Doubles* upon *Six*, muſt be *Quadruples*, and *Triples* upon *Eight*.

The

The Imperial Bob.

Quadruples and *Triples.*

The *Treble* hath a dodging *Courſe*, the two firſt, and two laſt *Bells* always dodge, till hindred by the *Treble*, the two next to theſe, lying ſtill one *Change*, dodge the next, till the *Treble* hinders them too, Thoſe in the 5th. and 6th. places dodge (the *Treble* being behind) and thoſe in the 3d. and 4th. places likewiſe dodge (the *Treble* being before) and ſo till hindered by the *Treble*.

12345678	42361875	16847253	14283675
21436587	24368157	16482735	
12346578	42631875		18645273
21436587	24613857	18765432	18462537
24136578	42168375	*bob.*	
42315687	24618357	17864523	16587432
24135678	42163857		*bob.*
42316587	41268357	16573824	15684732
24361578	14623875	*bob.*	18753624
42635187	41263857	15678342	*bob.*
24631578	14628375		17856342
42365187	14263857	17352648	15372846
24635817	41628375	17536284	15738264
42368571	14268357		13254768
24365817	41623875	13274586	13527486
42638571	46128357	13725468	12436587
24365871	64213875		12345678
42638517	46123857	12438765	
24635871	64218375	12347856	
42368517	46281357		
24638157	&c.	14826357	

By

By this method the Peal will go 224 Changes, and by making of *Bobs* it will go 448, 672, 1344. The *Bob* is a *Triple* Change at the leading of the *Treble*, wherein the Bell in the *Fourth* place lies ſtill.

The next that comes to our Obſervation, and anſwers to what we firſt hinted at in the beginning of this diſcourſe of *Peals* upon *Eight* Bells, I mean *Precedency in Title*, is the

---

Bob Major.

Plain Quadruples and *Triples*.

In this all the *Bells* have a direct *Hunting Courſe*, until the *Treble* leads, and then the ſix hindmoſt *Bells* dodge.

12345678		
21436587	86745231	35172846
24163857	87654321	31527486
42618375	78563412	13254768
46281735	75836142	31527486
64827153	57381624	
68472513	53718264	

By this method this will go 112. And by making *Bobs*, 224, 336, or 672. The *Bob* is a *Triple Change*, as in the foregoing *Imperial* is ſpecified. By making two *Extreams*, it will go 1344, and with four *Extreams*, 2688.

All Peals upon ſix Bells, wherein half the Changes are *Triples*, will go upon *Eight* according to the method before-going, thus; If it be a Peal upon Six. conſiſting of 360, or 720 Changes, then

then there muſt be five *Hunts* in the Ringing of it upon *Eight*, the *Treble* being the firſt, 2 the Second, &c.

College Bob Major.

Quadruples and *Triples.*

There is four ways of pricking theſe. The firſt hath ſingle Dodging behind, and is thus Peal'd.

The Firſt.

12345678		
21436587	56348271	78136524
24163578	53684721	71863542
42615387	35867412	17685324
46251378	38576142	16758342
64523187	83751624	
65432817	87315642	

The Second.

This hath Single Dodging before and behind, thus prickt.

12345678		
21436587	42358671	42173865
24163578	24385761	41237856
42615387	42837516	14328765
24651378	24873156	13482756
42563187	42781365	
24536817	24718356	

The

The Third.

This hath double Dodging behind, thus Prickt.

12345678		
21436587	63548271	78153624
24135678	65384721	71856342
42316587	56837412	17583624
43261578	58673142	15786342
34625187	85761324	
36452817	87216342	

The Fourth.

This hath double Dodging before and behind both, thus.

12345678		
21436587	42638571	42167358
24135678	24368751	41263785
42316587	42637815	14627358
24361578	24367185	16423785
42635187	42631758	
24365817	24613785	

These may be prick't several other ways, but that I Omit here for Brevities sake; The *Dodging* is without Intermission, except an hinderence comes by the *Treble*; as likewise between two Bells, untill *Treble* parts the Fray. The *Bobs* are *Triple Changes*, as the *Treble* leads; in the *1st.* *2d.* and *6th.* the Bell in the *4th-* place lies still at the *Bobs*, and in the *3d.* *4th.* and *5th.* that in the *2d.* place lies still.

Each of these will go 112 Changes, and by making *Bobs* 224, 336, or 672.

College Triples Dodging both before and behind.

This Peal is the same for *Bobs*, as the *Bob Major*, and will go as many Changes by making *Bobs*, or otherwise, as any of the foregoing Four, and is thus Peal'd.

12345678		
21436587	42568371	42157836
24153678	24586731	41275863
42513687	42587613	14725836
24531678	24578163	17452863
42536187	42571836	
24563817	24517863	

The Wild-Goose Chase
Triples.

The Explanation shall follow the Peal; intending here to put an end to my *Epitome* of the *Art of Ringing*, and therefore shall first present you with this Prick't thus.

12345678

12345678		
21536784	37625481	15327684
25163748	73265418	13572648
52613784	72356148	31752684
56231748	27531684	37125648
65327184	25713648	73215684
63572814	52173684	72351648
36758241	51237648	

In this Change the 4th. Bell muſt firſt hunt up into the Sevenths place, and then the 4 and 8 always dodge behind throughout the Peal, unleſs when obſtructed by the *Treble*. The Bell that moves up into the 6th. place, when the *Treble* moves thence down, lies ſtill there, till diſplaced by the *Treble*; during which time the two hind Bells dodge, and the *five firſt* go a perfect *Hunting-courſe*. And when likewiſe the *Treble* moveth out the 5th. place the five firſt Bells go a *Hunting-courſe*, till it comes down there again: By this method it will go 80 Changes, and by *Bobs* 160, 240, or 480. The *Bob* is made as in the foregoing Changes.

And here I thought to make an end of the *Art of Ringing*, but *Cynthius aurem vellit*, the young Practitioner, whoſe only Information is hereby aimed at, plucks me by the Sleeve, and tells me in the Ear, that tho' Peals upon ſix, as *Triples* and *Doubles*, &c. make excellent Muſick upon Eight *Bells*, 48, 68, 41, or 18 lying behind: Or, *Triples* and *Doubles* upon the ſix middle Bells, the *Tenor* lying behind; yet for him who is not arrived to ſuch a perfection of Skill, as to Ring theſe compleat Peals, the moſt proper and eaſy

for him are *Set-changes*, which are founded on these *Grounds*.

First, *Placing the Bells Fifths*; thus the 4 muſt hunt up behind the 7, the 3 behind the 6, and the 2 behind the 5; or the one may Hunt down under the other, as the 5 under the 2, the 6 under 3, and 7 under 4: Or if you will, firſt let a *Single*, next a *Double*, and then a *Triple* Change be made on the middle *Bells*, all coming to the ſame effect; for then the Changes will lye *Fifths* thus, 1 5, 2 6, 3 7, 4 8. In the Peal four *Concords* are to be regarded, The firſt 1 5, the Second 2 6, the third 3 7, and the fourth 4 8.

Theſe four *Concords* may go the Methods of any Changes upon four *Bells*; 1, 5 being taken for the *Treble*; 2, 6 for the *Second*; 3, 6 for the *Third*; and 4, 8 for the *Fourth*; and the *Concords* may Change places with one another, as you liſt. In which this Obſervation is highly neceſſary, that the two Notes of every *Concord* muſt conſtantly attend each other in their Motion; that is, whenever one of the two Notes moves, the other muſt follow it.

Or Secondly, *Place the Bells Thirds*; thus: The 6 4 and 2 muſt hunt up, or elſe the 3 5 7 down; or otherwiſe on the middlemoſt *Bells* let a *Triple*, *Double* or *Single* Change be made, are to one effect; and then the *Bells* will lye *Thirds* thus, 1 3. 5 7. 2 4. 6 8. Herein are four *Concords obſervable*; as in the former Peal, *viz.* 1 3. 5 7. 2 4. 6 8. Theſe *Concords* may go the Methods of any Changes upon Four *Bells*, 1, 3 being taking for the *Treble*, 5, 7 for the Second; 2, 4 for the Third; and 6, 8 for the Fourth; moving in the ſame manner as before ſhewed.

By

By these *Grounds* Variety of excellent and Musical Changes are to be Rung, *any Concord may be made a Hunt*, and to move up and down at the beginning.

In Ringing these *Set-changes*, the Note will lye sometimes *Fifths*, sometimes *Thirds* and both, and then to *Clam* them, is admirable Musick: Clamming is, when each *Concord* strike together; which being done true the 8 will strike as but four *Bells*, and make a Melodious Harmony. You may *Clam* two or three bouts, and then strike as many times Open, alternatively, one *Clam* one Pull, and Open the next, *&c.*

Vocal Musick: *Or, Plain and Easy Directions to Sing by Notes, wherein with a little Help, any one who is Musically given, may be perfected in a short time.*

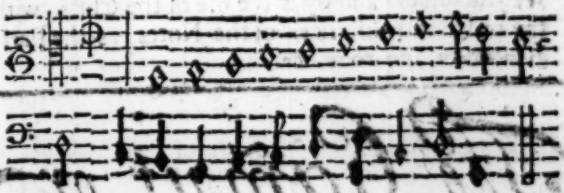
MUSICK, especially Vocal, has been of such high Esteem in all Ages, that it is accounted no less than a Divine Science producing such Concordance, and Harmony, that it cheereth and rejoyceth the Hearts of Men, and is delightful to every Creature. It is certainly an Addition to the joy in Heaven, where the Saints and Angels sing Hallelujah's and

Songs of Praises before the Throne of God. St. *Austin* tells us, that it is the Gift of God to Men, as well as to Angels, and a Representation and Admonition of the sweet consent and Harmony which his Wisdom hath made in the Creation and Administration of the World. But not to Prologue on what every where so much commends it self, I shall Sum up what in that Nature is expedient in a few Verses, and so proceed to the Subject Matter, *viz.*

Nature, which is the vast Creations Soul,
That steady curious Agent in the whole,
The Art of Heaven, the Order of this Frame
Is only Musick in an other Name:
And as some King Conquering what was his own
Hath choice of various Titles to his Crown,
So Harmony on this Score now, that then,
Yet still is all that takes and governs Men:
Beauty is but Composure, and we find
Content is but the Concord of the Mind;
Friendship the Unison of well tun'd Hearts,
Honour the Chorus of the noblest Parts.
And all the Worlds good on which we can reflect
Is Musick to the Ear, or to the Intellect.

There are to make up a Musical Harmony computed seven Notes; now in the easiest way expressed by the Seven letters of the Alphbet, *viz.* *A. B. C. D. E. F. G.* And If it so fall out, that a Voice or Musick gradually rise or fall more than Seven Notes; The subsequent 8th, 9th, or 10th. will in the same order proceed, bearing the like Relation each to the other, as the 1st. 2d. 3d, *&c.* so which they respectively are *Eights.* And so that from hence every Eighth Note, being in Nature

Nature alike, is called by the name of that to which it is an Eighth; however above or below it; and for the better understanding the various Musical Compositions out of these Notes, Musicians have devised and make use of Lines and Characters, that as a Language, they may be understood and Communicated by Book, for the Instruction of the unlearned: As in the following Introductory Example, you will perceive;



In this example, before I come nearer to particulars in general, observe first, that those Characters you observe at the beginning of the Lines, are termed Cliffs or Claves, Keys to open and signify what part or pitch of Voice, *viz.* the *Treble*, *Mean*, or *Basse* properly the Notes belong to; as likewise on what Line or Space the Seven letters expressing the Notes is placed. And then again, the five Lines and Spaces between them are useful, as Steps or Gradations whereon the degrees of Sound are to be expressed, or the Notes ascending and descending: Then Thirdly, the Characters placed on the five Lines, express the Notes themselves, or stand for them; and their difference in form, signify their quality, whether they be longer or shorter.

Your care must therefore be in this, and the Chapters following, to consider well in the first place, the *Gam-ut*, to learn the use of the Cliffs:

Next to that, the Names of the Lines and Spaces, whereby you may readily know how to call a Note, as it ſtands on any of the Lines; and Thirdly, How you ſhould Sing thoſe Notes in right Tune, as well by degrees, as leaps; and laſt of all, to give each Note its due Quantity of Time.

This in general, being obſerved, and ſeriouſly weighed; that you may take a proſpect of your task, I from it proceed to the *Gam-ut*, ſo far as I think neceſſary to my preſent deſign, which is to ſet you underſtand by it the uſe of the Cliffs, with the order and diſtances of the Notes, as the Parts in a Body lye together.

The consistence of this Scale is of Eleven Lines, with the Intermediate Spaces, and contains the places of all the Notes that are made use of Ordinarily in Vocal Musick. In the first Column you will find placed the Old Notes, being set down, that you may see what they are. And in the Second Column you are shewed which of the Seven letters properly belongs to each Line and Space. The Third Column contains the Cliffs, or signed Keys, domonstrating how many degrees of Notes they are one above another, which once Circumspectly observed and known, the other degrees of Distance are with more ease computed. And here

Five of these Lines, with their Spaces, are usually sufficient for the pricking down any Tune, for which reason this Scale is divided into Three Parts or Staves, compassed in with Arched Lines; and of these the lowermost five are proper and belonging to the *Bass*, and are known by this mark —on the Line of *F.* usually, therefore called the *F.* = *Fa-ut* Cliff or Key; because it opens to us the letters standing on the other Lines and Spaces, as in the ensuing Chapter will appear. As for the uppermost five Lines, they contain the highest of the Notes, and so belong to the Treble or highest Part.—The Key to which is marked in this manner, and sometimes *G S.* on the lower Line but one.

The middle part or Tenor usually takes in two of the upper Treble Lines; also two of the Bass Lines, that in the middle only being proper to it self, known by this mark placed on it, for the Cliff or Key, its place being properly in the middle Line, however it is many times placed on one or other of the other Lines; and note which ever the

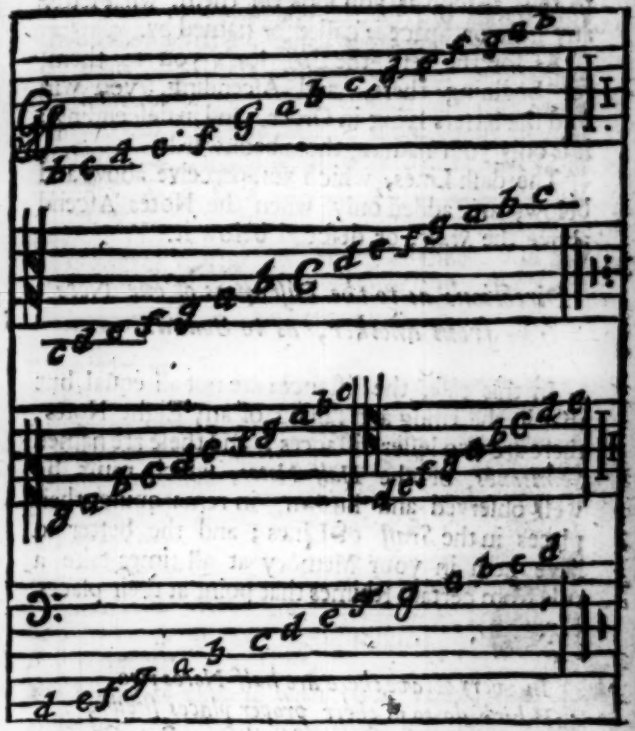
Cliff ſtands on, that Line is the place of *C.* and accordingly the other Lines are to be reckoned: Sometimes likewiſe we find the *Baſs Cliff* is removed to the middle Line, and upon ſuch removal, that Line is *F*, *&c.* and tho' this manner of Shifting the *Cliff* is troubleſome, yet Cuſtom and Practice having made the knowing of them neceſſary, you ought to be very well underſtanding in the manner of them, if you would be well skilled in Vocal or Inſtrumental Muſick.

The Names of the Lines and Spaces.

Having thus far plainly proceeded to Introduce the beginner or learner, I now lead a ſtep further to the Names of the Lines and Spaces, which is a thing very Materal in the begining of learning. For in the *Gam-ut* having ſeen how the Notes lye together in a Body, it will be proper to know how you muſt take them into parts according to the ſeveral Cliffs, which are three in number, three beginning uſually, as moſt common with the uppermoſt. And in theſe your firſt care will be to learn the Names of the Lines and Spaces, which are opened to you by the Cliff or Key; and theſe are in number Seven, expreſſed in the Seven letters, *A. B. C. D. E. F. G.* which for a more perfect Sounds ſake, and other reaſons to be given, you muſt pronounce or call *La*, *B*, *Ce*, *D*, *Læ*, *Fa*, *G.* and this *Fa* muſt be pronounced broad, *&c.*

Theſe and the like Names the Notes receive for two Reaſons; the firſt is, becauſe the Voice is beſt ſent forth in expreſſing ſome Syllable; as likewiſe that this number of Notes might be known by as many diſtinct Names, as for their places in the Cliffs: See the Plate following.

And



And it will be very neceſſary, that you ſhould begin with and keep to one *Cliff* at the firſt, as it pleaſes you to chuſe, or as either of the three beſt agrees with your Voice for a high or low Pitch.

Having gone through all the Rules, and being perfect in that, then it is fit you ſhould proceed to the other. There is no need you ſhould meddle or trouble your ſelf with the *Tenor* or *C Cliff* becauſe it keeps no certain place; you muſt obſerve however, before you go further, to be ready at naming the Lines and Spaces, ſo readily

to

to tell, as soon as you look on them, what letter any Line or Space is called or named by.

As for the rest, the *Cliff* leads you to them, for begining there, and Ascending, you will find the letters lying in Order, and in descending; it is only your naming them backwards.

The dash Lines, which you perceive above and below, are added only when the Notes Ascend above the *Staff*, or descend below it.

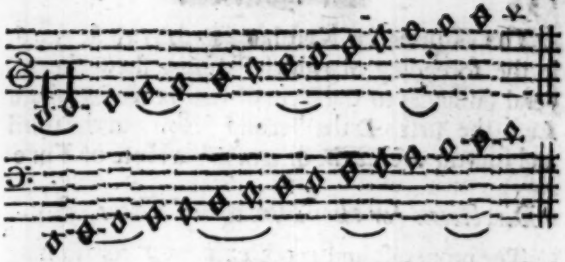
Directions as to the Distances of one Note from another, as to Sound.

In this case, the distances are not all equal, but that in the rising and falling of any Eight Notes, there are two lesser distances; and these are named *Semitones*, or the *Half Notes*, which must be well observed and known, in remarquing their places in the *Staff* of Lines; and the better to have them in your Memory at all times take a rule from certain Rhimes that point at their places, *viz.*

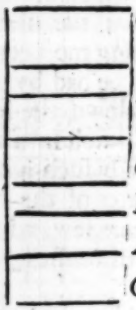
In every octave there are half Notes two.
Which do to us their proper places shew;
One half Note you will find from B *to* Ce,
The other half one lyes twixt Fa *and* Le.

The *octave* mentioned as an Eighth, and this Rule denotes the ordinary places where you are to Sing the Half Notes, when there are no Flats or Sharps placed or set in the Lines, *viz.* between *B* and *Ce*, and twixt *Le* and *Fa*; these ♭ Flats and Sharps you will find thus marked ♯ and when the *Semitones*, or *Half Notes* are —shifted, they are known by them when they are found upon the Lines.

Observe,



Obſerve, that in theſe Staves or Lines, you find the Notes Gradually Aſcending, of which the Pairs marked with Arches are half a Note diſtant.



This Marginal Figure, ſhews to the Eye the diſtance of the Seven Notes one from another, the Letters Guiding or Directing to the Particulars, whereas you perceive *B*, *Ce*, and *La*, *Fa*, lying near unto the reſt, ſo muſt their Sounds be nearer when you come to Tune your Voice in harmony, *&c.* and the better to expreſs with your Voice, and ſo obſerve the difference between half and whole diſtances of Notes; Sing often over theſe ſix Mona-Syllables, *viz. One*, *Two*, *Three*, *Four*, *Five*, *Six*, diſtinctly, as is to be obſerved in the Tune of Six Bells; and when you have done it many times, Sing only *One*, *Two*, *Three*, *Four*, and there ſtop, repeating three four by them ſelves for they are *Semitones* diſtant in Sound, and the reſt are alone, or a whole Note diſtant each from the next; ſo that by a little Judicial Obſervation you will perceive the three and four Bells to be a leſſer diſtant in Sound, than the other.

The

The Figures or Number 1, 2, 3, 4, 5, 6, in the foregoing Marginal Figures, ſhew the ſeveral diſtances to the Eye of the ſix Notes where *Le* is the firſt, *D* the Second, *&c.* and the third and fourth, are *C*, *B*, diſtant half a Note or Tune.

Directions for the Tuning of Notes, &c.

The propereſt and moſt eaſy way for Tuning your Notes rightly, muſt be conſidered either in following the Voice of one skilled in Muſick, or Singing, or ſome ſuch Tuned Inſtrument, as is accomodated with Frets or Keys, which are the readeſt and only ways as yet made uſe of by Practitioners. That of a Matter being moſt common, but where none of theſe can be had by the party deſirous to Learn, I ſhall lay down the following Directions, which will very much Inſtruct one that hath a Muſical Ear, eſpecially ſuch a one as has heard, and can Sing the Notes of the Six Bells, of which, I preſume, there are few, whoſe Genius Leads them to the Science of Muſick, are Ignorant.

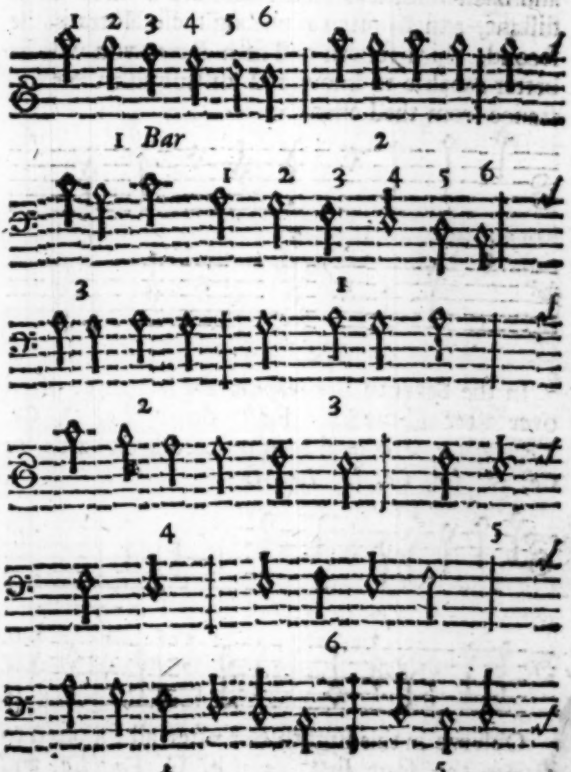
Let me put then, Suppoſing that you can Sing, *One*, *Two*, *Three*, *Four*, *Five*, *Six*, right; then ſhall I by the help of theſe Notes, proceed to ſet you further in the right, and lead you to all the reſt.

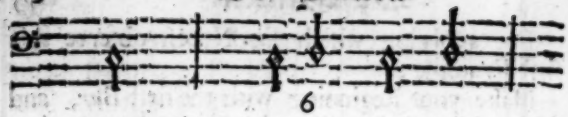
Conſider well then, that beginning to Sing the firſt Note, let it ſtand on what Line or Space it will, you may Sing it with what Tune you think fit, either high or low, (as to the pitch of your Voice) but with this caution, that you reckon how many Notes you have above or below it, that your Voice in its pitch may be ſo managed as to reach them both without Squeaking or Grumbling, or any harſh or rough Indecency of Sound.

For

For applying which ſix Notes, obſerve this firſt Example;

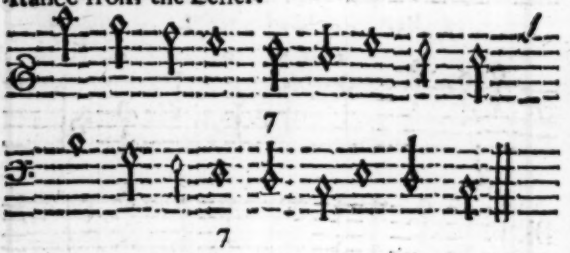
Make your beginning with the firſt *Bar*, and with a high Voice Sing the *Six Notes* you view on the *Staff* divers times, calling them over by the Number, *viz. One, Two, Three, Four, Five, Six*, as in the foregoing Section; when that is done, Sing the ſame Notes by their Names, *viz. La, G, Fa, Le, D, Ce*, in the Tune of ſix Bells.





6

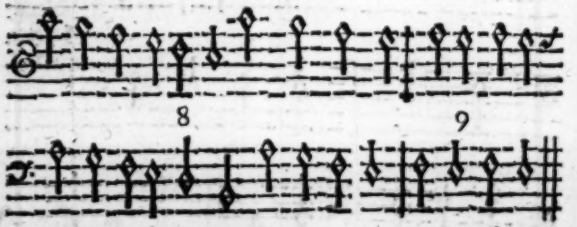
2. In the Second and third *Bars*, you muſt Sing the two firſt Notes of the ſix by themſelves, forward and backward: Repeat all ſix in the fourth *Bar*, and in the fifth and ſixth *Bars*, let the two laſt Notes be repeated, *viz*. *D*, *Ce*, forward and backward, and theſe Notes are a whole Tone diſtant, and by often repeating theſe Notes in the ſecond, third fourth and fifth *Bars*, you will be better capable to know and diſtinguiſh their diſtance from the Leſſer.



7

7

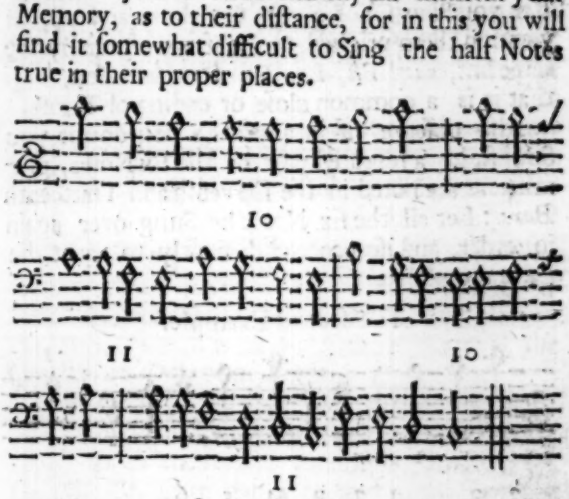
In the Seventh *Bar* repeat the laſt three often over after all the ſix. Firſt, down, *Le*, *D*, *Ce*, *Le*, *D*, *Ce*, &c. and then proceed backwards, as *Ce*, *D*, *Le*, *Ce*, *D*, *Le*, &c.



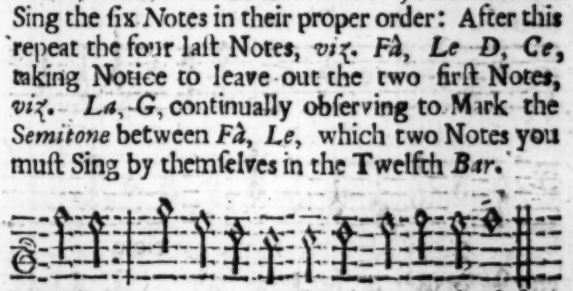
8 9

Obſerve in this Eighth *Bar* after all ſix often to repeat the four firſt, as, *La*, *G*, *Fa*, *Le*, and when

when you ſing them particularly, obſerve the two Notes *Fà*, *Le*, by reaſon their diſtance is a *Semitone*; wherefore you muſt take notice in the Ninth *Bar* to Sing them by themſelves ſo many times as you can conveniently fix them in your Memory, as to their diſtance, for in this you will find it ſomewhat difficult to Sing the half Notes true in their proper places.



Obſerve here in the tenth *Bar* to Sing the four firſt Notes in their order downwards and upwards, and in the Eleventh *Bar* you muſt firſt Sing the ſix Notes in their proper order: After this repeat the four laſt Notes, *viz*. *Fà*, *Le D*, *Ce*, taking Notice to leave out the two firſt Notes, *viz*. *La*, *G*, continually obſerving to Mark the *Semitone* between *Fà*, *Le*, which two Notes you muſt Sing by themſelves in the Twelfth *Bar*.



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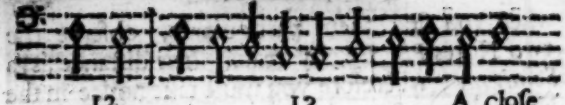
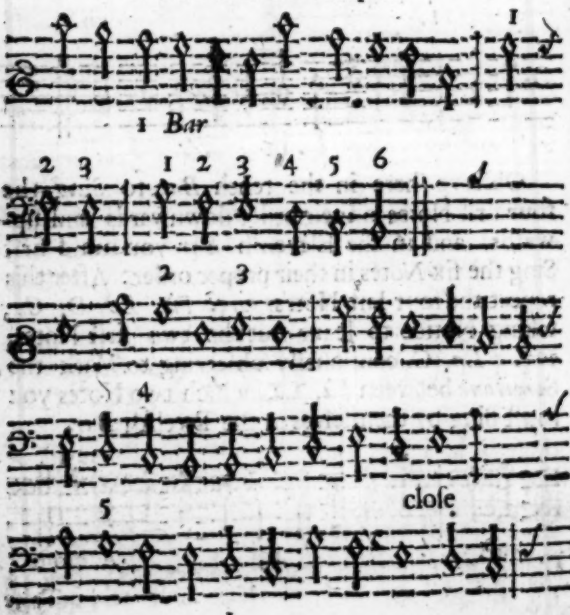
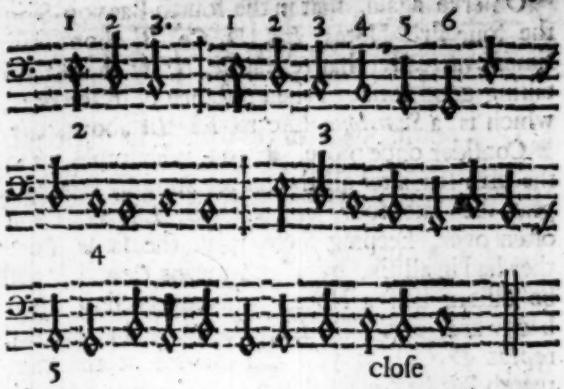


Take notice now further, that in the thirteenth *Bar* you Sing *Fâ*, *Le*, *D*, *Ce*, down and up, as you find them pricked, and obſerve eſpecially the three laſt, *viz*. *Fâ*, *Le*, *Fa*, for this reaſon, *viz*. that it is a common cloſe or ending of Tunes.

Alſo obſerve, if in any place you doubt you Sing right a repeated part or the ſix Notes, premiſed as are noted in the Eleventh and Thirteenth *Bars*: Let all the ſix Notes be Sung over again in order, and ſo proceed diſtinctly to try at the parts themſelves.

The ſecond Example.





You having now gone over the former Examples, muſt proceed by the ſame clue of Six Notes to deſcend three Gradations or Steps lower, *viz.* to *G.* which is to the Second Note of the firſt ſix, an *Octave* or Eighth.

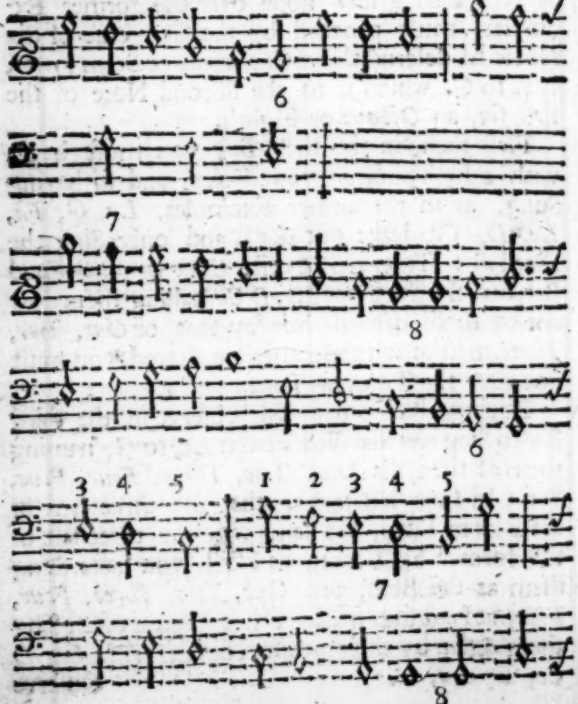
Firſt then, in the firſt *Bar* you muſt begin with a high pitch in your Voice, and ſo having Sung, as in the former Examples, *La, G, Fa, Le, D, Ce,* leave out *La,* and only Sing the Five laſt: Then repeat only three in the Second Bar, *viz.* the three laſt *La, D, Ce,* calling them now not by thoſe names, but by that of *One, Two, Three,* and though the names are altered, you muſt not alter the Tune or Tone.

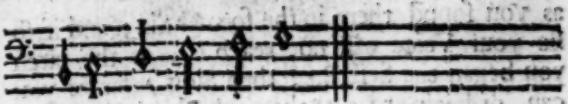
Having thus proceeded, obſerve in the third Bar to Sing the Six Notes from *Le,* to *G,* naming them as the Bells *One, Two, Three, Four, Five, Six*; In ſuch a manner, that the three firſt of theſe be in Tune, the ſame with the three laſt of the former Six; after, as I ſaid, you have Sung them as the Bells, *viz. One, Two, Three, Four, Five,* at leaſt four or five times, then as often Sing them again by their proper Names, *viz. Le, D Ce, B, La, G.*

Obſerve

Observe again, that in the fourth Bar you Sing the four first Notes, *La, D, Ce, B,* about four times over; after that repeat *Ce, B,* by themselves taking good notice of their distance or differences, which is a *Semitone* like to *Fâ, Le* above, *&c.*

Consider once more, as to this Example, as to the fifth Bar after all the six are Sung by you, repeat the last four, *viz. Ce, B, Lâ, G,* do it often over, keeping them up in the same Tone they had in all six, by which means *Ce* and *B* will be distant half a Note, whereupon Sing them backward, *viz. G, Lâ, B, Ce,* and at the end repeat *D Ce,* as you did *Le Fâ* at the thirteenth Bar before set down.



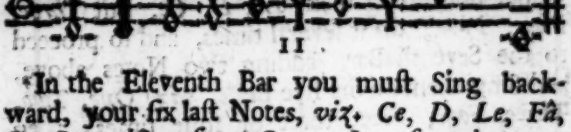


Obſerve further now in theſe Six Bars, that when you have Sung all ſix in order, Sing the three firſt *Le*, *D*, *Ce*, and there ſtop; then proceed to Sing thoſe three over again in the ſame Tune, not calling them *Le*, *D*, *Ce*, but *Three*, *Four*, *Five*; do it ſeveral times, and ſo proceed to the Seventh Bar, adding two Notes above, and Sing them on the five Bells, *viz*. *One*, *Two*, *Three*, *Four*, *Five*, three or four times; then call them by their names, *viz*. *G*, *Fa Le*, *D*, *Ce*, then proceed to the Eighth Bar, and add to the other five *D*, *La*, *G*, to make up an *Octave*, keeping in your Mind the diſtances, as you Sing them in the former Examples; and by this means you have the whole *Octave* or Eight Notes from *G* to *G*, which muſt be practiſed down and up, and when you are perfect in it, ſo as to Sing your diſtances true with the *Semitones* in their right places, the following directions will lead you through the reſt of the Notes to Sing any other *Octave*, begining at any other Letter.

Begin at *Le* again in the Ninth Bar, and begin the ſix Notes, *viz*. *Le*, *D*, *Ce*, *B*, *La*, *G*, in proper order, that done, repeat the two laſt Notes, *viz*. *La*, *G*, by themſelves: ſo proceed to the tenth Bar, and Sing *La*, *G*, *Fa*, *Le*, *D*, *Ce*, ſo that *La* and *G*, may be the ſame in Tune

as

as you found them in the former Six; and if so be your Voice will not reach *Ce*, at the pitch you began the first Bar, then Sing as far as you can, or begin at *Le*, at the ninth Bar higher, Singing these three last Bars distinctly from the Foregoing.



In the Eleventh Bar you must Sing backward, your six last Notes, *viz. Ce, D, Le, Fâ, G, Lâ.* rising from *Ce*, to *La*, so going one step backward to *G*, rise to *Ce*, as in the foregoing fifth Bar, which is an *Octave* to the lower *Ce*. And thus much may suffice for the Beginner to practice on, which, if well understood, will bring him in to Sing Notes in any Tune.

Of COCK-FIGHTING.

HErein let us first observe the choice of a *Cock* of the Game, directed by these four Characters following: That he be

1. Of a strong *Shape*, proud and upright, and for this the *Middle-sized*, neither too small or too large, is best, because most matchable, strong and nimble. His *Head* small like a *Sparrow-Hawks*; his *Eye* large and quick; *Back* strong crook't at the setting on, and coloured as the Plume of his Feathers; the *Beam of his Leg* very strong, and colour'd as his Plume; *Spurs* long, rough, and sharp, hooking inward.

2. Of

2. Of a good *Colour*, and herein the Gray, Yellow, or Red Pyle, with a black Breaſt, are to be preferred; the Pyde rarely good, and the White and Dun never. A Scarlet Head is a demonſtration of Courage, but a Pale and wan of Faintneſs.

3. Of *Courage true*, which you ſhall obſerve by his proud, ſtately, upright ſtanding and walking, and his frequent Crowing in his Pen.

4. *Of a ſharp and ready Heel*, which (in the Opinion of the beſt *Cock-maſters*,) of high Eſtimation; a *Sharp-heel'd Cock, tho' ſomewhat falſe, is better* (as diſpatching his buſineſs ſooneſt) *than a true Cock with a dull Heel.*

For Breeding, the Beſt ſeaſon is from the Moon's encreaſe in *February*, to her encreaſe in *March*. The *March* Bird is beſt. And now firſt get a *perfect Cock, to a perfect Hen*, as the beſt Breeding, and ſee the *Hen* be of an excellent Complexion (*i. e.*) rightly plumed, as black, brown, ſpeckt, grey, griſſel, or yellowiſh; tufted on her Crown, large-bodied, well poked, and having Weapons, are Demonſtrations of Excellency and Courage. Obſerve further her Comportment, if Friendly to her Chickens, and revengeful of Injuries from other Hens.

When the *Cock* and *Hen-Chickins*, (going till now promiſcuouſly one with another) begin to quarrel and peck each other, part them and ſeparate their Walks: And the beſt for a Fighting Cock, are private and undiſturbed Walks, as, *Wind-mills*, *Water-mills*, *Grange-houſes*, *Park-lodges*, &c. and their *Feeding-place* on ſoft Ground, or Boards; and have for his meet, *white Corn*, or *White-bread Toſts*, ſteept in Drink, or Urine, is good, both to Scower, and Cool them.

And

And do not debilitate and debauch his Courage and Strength, by having too many *Hens* to walk with; three *Hens* are enough for one *Cock*.

If before they be six Months Old, any of your *Chickens Crow* clear and loud, and unseasonable, then to the Pot or Spit with them, they are Cowards; the true *Cock* is long ere he gets his Voice, and when he has gotten it, keeps good and judicious Time in Crowing.

Next observe your *Roosting Perch*, for this makes or marrs a *Cock*; for forming of which, consult the best *Cock-masters* Feeding pens, and the Perches there, and accordingly proportion your own; take care that the Ground underneath the Perch be soft, for if it be rough and hard, in leaping down he will hurt his Feet, and make them Gouty and Knotty.

For the *Dieting*, and *Ordering* of your *Cock* for Battle, observe these Rules. Let your *Cock* be full two years Old, then in the latter end of *August*, take up and Pen him, (it being now *Cocking-time* till the end of *May*) and see that he be sound, hard feather'd, and full summed.

The first four days after Penning, Feed him with the Crumb of Old *Manchet* cut into square bits, thrice a day, and with the Coldest, and Sweetest Spring-water that can be had. And after you think by this time he is throughly purged of his *Corn*, *Worms*, *Gravel*, and other course Feeding, take him in the Morning out of the Pen, and let him *Sparr* with another *Cock* some time to heat and chafe their Bodies, break Fat and Glut, and fit them for Purgation; first having covered their Spurs with Hots of Leather, to hinder their Wounding and drawing Blood of one another.

After

After they have ſufficiently *Sparred*, that they pant again, take them up, and remove their Hots, and prepare them for a Sweating Bout thus: Take *Butter*, and *Roſemary*, finely chopt, and *White-ſugar-candy*, mixt together; and give them the quantity of a *Wallnut*; which will Scower, ſtrengthen, and prolong Breath: Then having (purpoſely) deep *Straw Baskets*, fill them half way with *Straw*, put in your *Cock*, and cover him with *Straw* to the top; lay the lid cloſe, and let him ſtove till the Evening. At Five a Clock take him out, and lick his Head and Eyes with your Tongue, then Pen him, and fill his Trough with *Manchet* and hot *Urine*.

After this, take a Gallon of *Wheat*, and *Oat-meal-flower*, and with *Ale*, half a ſcore *Whites* of *Eggs*, and *Butter*, work it into a ſtiff *Paſt*; bake it into broad *Cakes*, and when four days Old, cut it into ſquare Bits.

The Second day after *Sparring*, bring your *Cock* into a Green-cloſe, and ſhew him in your Arms a *Dung-hill-cock*, then run from him, and allure him thus to follow, ſuffering him now and then to ſtrike the *Dung-hill-Cock*, and ſo Chaſe him up and down for half an Hour, till he pants again; and thus Heated, carry him home, and ſcour him with half a Pound of *Freſh-butter*, beaten with the Leaves of the *Herb* of *Grace*, *Hyſop*, and *Roſemary*, to the conſiſtence of a *Salve*, and give him the quantity of a *Wallnut*; then *Stove*, and *Feed* him as above. And thus for the firſt Fortnight, Spar or Chaſe him every other day.

The ſecond Fortnight, twice a Week will be enough to Chaſe or Spar your *Cock*: Obſerving that you Stove and Scour him, proportionable to his Heating.

The third and laſt Fortnight (for ſix Weeks is long enough) feed him as before, but do not ſpar him, but Chaſe him moderately twice, or thrice, as before; then roll his aforeſaid ſcouring in *Brown-ſugar-candy*, to prevent his being Sick; reſt him four days, and then to the Pit.

Now Gentlemen, Match your Cock careſully, or what you have hitherto done, is nothing. And here obſerve the Length, and Strength of Cocks. The Length is thus known: Gripe the Cock by the Waſte, and make him ſhoot out his Legs, and in this Poſture compare, *And have your Judgment about you.* The Strength is known by this Maxim, *The largeſt in the Garth, is the Strongeſt Cock.* The Dimenſion of the *Garth*, is thus known: Gripe the *Cock* about from the joynts of your Thumb, to the Points of your great Finger, and you will find the Diſadvantage, *The weak long Cock is the quickeſt eaſier Riſer, and the ſhort ſtrong one, the ſureſt Striker.*

Thus being well Matcht, accoutre him for the Pit. Clip his *Main* off cloſe to his Neck, from his head to his ſhoulders. Clip his Tail cloſe to his Rump, the Redder it appears the better. His wings ſloping, with ſharp Points; ſcrape ſmooth, and ſharpen his Spurs; leave no feathers on his Crown; then moiſten his head with Spittle.

The Battle done, ſearch and ſuck your Cocks wounds, and waſh them well with hot *Urine*, then give him a Roll of your beſt Scouring, and ſtove him for that Night. If he be ſwelled, the next morning, ſuck and bathe his Wounds again, and pounce them with the Powder of the Herb *Robert*, through a fine Bag; give him an handfull of Bread in warm *Urine*, and ſtove him, till the ſwelling be down. If he be hurt in his Eye,

chew

chew a little ground *Ivy*, and Spit the Juice in it; which is good for *Films*, *Haws*, *Warts*, &c. Or if he hath *veined* himſelf in his ſight, by narrow ſtriking, or other croſs blows, when you have found the hurt, bind the ſoft Down of Hair to it, will cure it.

When you viſit your wounded *Cocks*, a month or two after you have put them to their Walks, if you find about their heads any ſwollen Bunches, hard and blackiſh at one end, then there are unſound Cores undoubtedly in them; therefore open them, and with your Thumb cruſh them out, ſuck out the Corruption, and fill the holes with freſh Butter; and that will infallibly cure them.

Cures for Diſtempers incident to the Cock or Chick of the Game.

For *Lice*, being moſt common, I begin with; proceeding from corrup Meat, and want of Bathing, *&c.* Take *Pepper* beaten to Powder, mix it with warm Water, and waſh them with it,

For the *Roup*; a filthy ſwelling on the Rump, and very contagious to the whole body; the ſtaring and turning back of the Feathers is its Symptom. Pull away the Feathers, open and thruſt out the Core, and waſh the Sore with Water and Salt, or Brine.

For the *Pip*; viſit the mouth, and examine what hinders your *Cocks*, *Hen*, or *Chicks* feeding, and you'll find a white thin Scale on the Tip of the Tongue, which pull off with your Nail, and rubbing the Tongue with Salt, will cure it.

For the *Flux*; proceeding from eating too moiſt Meat, give them Peaſe-Bran ſcalded, will ſtop it.

For the *Stoppage of the Belly*, that they cannot mute; anoint their Vents, and give them either small bits of Bread or Corn, steep'd in *Urine* of Man.

And now I have one Word of Advice to him that is a Lover (or would be so) of this *Royal Sport*; and then have done: *Come not to the Pit without Money in your Breeches, and a Judgment of Matches*; Done and Done is Cock-Pit Law, and if you venture beyond your Pocket, you must look well to it, or you may lose an Eye by the Battle.

Of FOWLING.

THE *Ingenious Fowler*, like a Politick and sagacious Warrier, must first furnish and store himself with those several Stratagems and Engines, as suit with the diversities of *Occasion*, *i. e. Time*, *Place*, and *Game*; or else he cannot expect the *Conquest*.

And first of *Nets*, which must be made of the best Pack-thread; and for taking great *Fowl*, the Meshes must be large, two Inches at least from point to point, the larger the better; (provided the *Fowl* creep not through;) two Fathom deep, and six in length, is the best and most manageable Proportion; Verged with strong Cord on each side, and extended with long Poles at each end made on purpose. But for small *Water-fowl*, let your Nets be of the smallest and strongest Pack-thread, the Meshes so big, as for the great *Fowl*, about two or three foot deep: Line these

on

on both ſides with falſe Nets, every Meſh a foot and half Square. For the *Day-Net*, it muſt be made of fine Pack-thread, the Meſh an Inch ſquare, three Fathom long, and one broad, and extended on Poles according to its Length, as aforeſaid.

Birdlime is the next, and thus made. Pill the Bark of *Holly* from the Tree at *Midſummer*, fill a Veſſel, and put to it running Water; boil it over the Fire till the Grey and White Bark riſe from the Green; take it off the Fire, drain the Water well away, and ſeparate the Barks; and take the Green, lay it on ſome moiſt floor and cloſe place, and cover it with Weeds; let it lye a fortnight, and in that time it will rot, and turn to a Filthy ſlimy Subſtance: Then put it into a Morter, beat it well; take it out and waſh it at ſome running ſtream, till the Foulneſs is gone: Then put it in a cloſe Earthen pot; let it ſtand Four or Five days, look to its Purging, and ſcum it: When clean, put it into another Earthen Pot, and keep it cloſe for Uſe.

Your *Setting-Dog* muſt be Elected and Train'd thus: He muſt be of exquiſite Scent, and love naturally to hunt Feathers. The land Spaniel is beſt, being of good nimble ſize, and Courageous mettle, which you may know by his Breed; being of a good Ranger, *&c.*

The firſt Leſſon is, to make him *Crouch and lie down* cloſe to the ground; its done by frequent laying him on the ground and crying *Lye cloſe*; upon his doing well reward him with Bread; and on the contrary chaſtiſe him with Words, not Blows.

Next, *To creep to you with his Body and Head cloſe upon the Ground*, by ſaying, *Come*

nearer, *Come nearer*, or the like Words; to understand and do it, entice him with ſhewing him Bread, or the like: Thruſting down any riſing part of his Body or Head, and roughly threatning him; if he ſlight that, a good Jerk or two with a ſlaſh of Whip-cord will reclaim his Obſtinacy. Repeat his Leſſons, and encourage his well doing. And this you may exerciſe in the Fields as you walk, calling him from his buſie Ranging to his Duty. And then teach him to follow you cloſe at the heels in a Line or ſtring, without ſtraining.

By this time he is a Year old, now [the ſeaſon fit] into the Field, and let him range, [obediently.] If he wantonly babble or cauſeleſly open, correct him by biting ſoundly the Roots of his Ears, or Laſhing. Aſſoon as you find he approaches the Haunt of the *Partridge*, known by his Whining, and willing, but not daring, to open, ſpeak and bid him, *Take heed*: If notwithſtanding this he ruſh in and Spring the *Partridge*, or opens, and ſo they eſcape, correct him ſeverely. Then caſt him off to another Haunt of a *Covy*, and if he mends his Error, and you take any by drawing your Net over them ſwiftly, reward him with the Heads, Necks, and Pinions.

As for the Water-Dog, the inſtructions above for the *Setter* will ſerve; only to fetch and bring by loſing a Glove, or the like; keep a Strict Subjection in him, and Obſervance to your Commands.

The longeſt *Barrel is the beſt Fowling Piece*, Five and half, or ſix foot long, with an indifferent Bore, under an *Harquebuſe*; and ſhooting with the Wind, and ſide-ways, or behind the Fowl, not in their Faces, is to be obſerved; having your

your Dog in Command not to ſtir till you have ſhot.

A Stalking-Horſe for ſhelter, to avoid being ſeen by the ſhie Fowl, is an old Jade trained on purpoſe; but this being rare and troubleſome, have recourſe to Art, to take Canvas ſtuft and painted in the ſhape of a Horſe grazing, and ſo light that you may carry him on one hand (not too big:) Others do make them in the ſhape of *Ox*, *Cow*, for Variety; and *Stag*, *Trees*, &c.

The *great Fowl*, or thoſe who divide the Foot, reſide by ſhallow Rivers ſides, Brooks and Plaſhes of Water; and in low and boggy places, and ſedgie, Mariſh, rotten Grounds. They alſo delight in the dry parts of drowned Fens, overgrown with long Reeds, Ruſhes and Sedges; as likewiſe in half Fens drowned Moors, hollow Vales or Downs, Heaths, *&c.* Where obſcurely they may lurk under the Shelter of Hedges, Hills, Buſhes, *&c.*

The leſſer, or Web-footed, *Fowl*, always haunt drowned Fens, as likewiſe the main ſtreams of Rivers not ſubject to Freeze; the deeper and broader, the better; (tho' of theſe the *Wild-Gooſe* and *Barnacle*, if they cannot ſound the depth, and reach the Ouze, change their Reſidence for ſhallow places, and delight in Green Winter Corn, eſpecially if the Lands ends have Water about them:) Small Fowl alſo frequent hugely little Brooks, Ponds, drowned Meadows, Paſtures, Moors, Plaſhes, Meres, Loughs, and Lakes, ſtored with unfrequented Iſlands, Shrubs, *&c.*

How to take all manner of Fowl or Birds.

For taking the firſt (I mean the greater Fowl) with Nets, obſerve in general this: Come two hours before their feeding hours, Morning and Evening; and Spreading your Net on the Ground ſmooth and flat, ſtake the two lower ends firm, and let the upper ends be extended on the long Cord; of which the further end muſt be faſtned to the Ground, three Fathoms from the Net, the Stake in a direct Line with the lower Verge of the Net; the other, ten or twelve fathom long, have in your hand at the aforſaid diſtance, and get ſome ſhelter of Art or Nature, to keep you from the curious and ſhy Eye of the Game; having your Net ſo ready that the leaſt pull may do your work, ſtrew'd over with Graſs as it lies to hide it: A live *Hern*, or ſome other Fowl lately taken, according to what you ſeek for, will be very requiſite for a Stale. And you will have ſport from the Dawning, till the Sun is about an hour high; but no longer; and from Sun-ſet till Twilight; theſe being their feeding times.

For the ſmall (Water) Fowl. Obſerve the Evening is beſt before Sun-ſet. Stake down your Nets on each ſide the River half a foot within the Water, the lower part ſo plumb'd as to ſink no further; the upper Slantwiſe ſhoaling againſt, but not touching by two foot, the water, and the Strings which bear up this upper ſide faſtned to ſmall yielding ſticks prickt in the Bank, that as the Fowl ſtrike may ply to the Nets to intangle them. And thus lay your Nets (as many as you pleaſe) about twelve ſcore one from another, as the River or Brook will afford. And doubt not your ſucceſs. To expedite it however,

a Gun

a Gun Fired three or four times in the Fens and Plashes, a good distance from your Nets, will affright and Post them to your Snares; and so do at the Rivers, when you lay in the Fens.

Winter time is the most proper for taking all manner of Small Birds, as flocking then promiscuously together, *Larks*, *Lennets*, *Chaffinches*, *Goldfinches*, *Yellow-Hammers*, &c. with this *Bird-lime*, Put to a quarter of a Pound of *Bird-lime*, an ounce of fresh *Lard*, or *Capons-grease*, and let it gently melt together over the Fire, but not Boyl; then take a quantitiy of *Wheat-ears*, as you think your use shall require, and cut the straw about a foot long besides the Ears, and from the Ear lime the straw six Inches; the winner it is, the less discernible it will be. Then to the Field adjacent, carrying a bag of Chaff, and threshed Ears, scatter them twenty Yards wide, and stick the lim'd ears (declining downwards) here, and there; Then traverse the Fields, disturb their Haunts, and they will repair to your Snare, and pecking at the Ears, finding they stick to them, mount; and the Lim'd straws, lapping under their Wings, dead their flight, they cannot be disengaged, but fall and be taken they must. Do not go near them, till they rise of their own accord, and let not five or six entangled lead you to Spoil your Game, and incur the loss of Five or Six dozen.

Lime-Twigs, is another Expedient for taking of great Fowl, being Rods that are long, small, strait, and pliable, the upper part apt to play to and fro) being besmeared with *Bird-lime* warm. Thus to be used, Observe the Haunts of the Fowl, have a Stale, (a living Fowl of the same kind you would take) and cross pricking your Rods,

one into, and another againſt the Wind ſloping, a foot diſtant one from the other; pin down your Stale, ſome diſtance from them, tying ſome ſmall ſtring to him, to pull and make him flutter to allure the Fowl down. If any be caught, do not run preſently upon them, their fluttering will encreaſe your Game. A well taught *Spaniel* is not amiſs to retake thoſe that are entangled, and yet flutter away. Thus likewiſe for the Water, conſult the Rivers depth, and let your Rods be proportionable; what is Lim'd of them being above the Water, and a *Mallard*, &c. as a Stale placed here and there, as aforeſaid. You need not wait on them, but three times a day viſit them, and ſee your Game; if you miſs any Rods (therefore know their Number) ſome Fowl entangled is got away with it, into ſome Hole, &c. and here your *Spaniel* will be ſerviceable to find him.

For *Small-birds*, a *Lime-buſh* is beſt; thus, Cut down a great Bough of a *Birch*, or *Willow-tree*, trim it clean, and Lime it handſomely, within four Fingers of the bottom: Place this Buſh ſo ordered, in ſome quick-ſet, or dead *Hedge*, in Spring time: In Harveſt, or Summer, in *Groves*, *Buſhes*, *Hedges*, *Fruit-trees*, *Flax*, and *Hemp*-Lands: In Winter, about *Houſes*, *Hovells*, *Barns*, *Stacks*, &c. A *Bird-call* is here alſo neceſſary, or your own induſtrious skill in the Notes of ſeveral Birds.

And becauſe Gentlemen who have Fiſh-ponds, wonder they loſe ſo many Fiſh, and are apt to Cenſure ſometimes undeſervedly their Neighbours, when it is the inſatiable *Hern*, that is the true cauſe: I ſhall next lay down the beſt and moſt approved way of taking the great Fiſh-devouring *Hern*, whoſe Haunt having found, obſerve this

Method.

Method to take him. Get three or four ſmall *Roaches*, or *Dace*, take a ſtrong Hook, (not too rank) with Wyre to it, and draw the Wyre juſt within the skin, from the ſide of the Gills, to the Tail of the ſaid Fiſh, and he will live four or five days, (If dead the *Hern* will not touch it.) Then have a ſtrong Line, of a dark Green-ſilk, twiſted with Wyre, about three Yards long, tie a round ſtone of a pound to it, and lay three or four ſuch hooks, but not too deep in the Water, out of the *Herns* wading; and two or three Nights will anſwer your Expectation.

The ſeveral wayes of taking Pheaſants.

You muſt learn and underſtand the ſeveral Notes of a Natural *Pheaſant-Call*, and how uſefully to apply them. In the Morning juſt before or at *Sun-riſing*, call them to feed, and ſo at *Sun-ſetting*: In the Fornoon, and Afternoon, your Note muſt be to Cluck them together to Brood, or to chide them for ſtraggling, or to notify ſome danger at hand.

Thus skilled in their Notes, and by the Darkneſs, Solitaryneſs, and ſtrong undergrowth of the place aſſured of their Haunts, cloſely lodge your ſelf, and ſoftly at firſt call; leſt being near you, a loud Note affright them; and no Reply made, raiſe your Note gradually, to the higheſt; and if there be a *Pheaſant* in hearing, he will anſwer you, in as loud a Note. Be ſure it be Tunable. As ſoon as you are anſwered, creep nearer to it; if far off, and a ſingle Fowl, as you call, and approach, ſo will the *Pheaſant*. Having gotten ſight of her, on the Ground, or Perch, ceaſe calling, and with all ſilence poſſible, ſpread your

Net.

Net conveniently, between the *Pheasant*, and you, one end of the Net fastned to the Ground, and the other end, hold by a long Line in your hand, by which you may pull it together, if strained; then call again, and as you see the *Pheasant* come under your Net, rise and shew your self, and affrighting her, she will mount, and so is taken. Thus if on the contrary you have divers Answers, from several *Corners*, of the *Coppice*, and you keep your place and not stir, they will come to your Call, and then having a pair of Nets, spread one on each side, and do as before. Your Nets, must be made of Green or Black double-twin'd Thread, the Mesh about an inch square, between Knot, and Knot, the whole Net about three Fathom long, and Seven foot broad, verged with strong small Cord on each side and ends, to lye hollow and compass-wise.

The next way of taking *Pheasant-Powts*, is by Driving, thus. Having found the Haunt of an *Eye of Pheasants*, known by the *Barrenness* of the Place, *Mutings* and loose Feathers, then in the little Pads and Wayes, like Sheep tracks, they have made, place your Nets (taking the Wind with you) a-cross these Paths hollow, loose and circularly, the nether part fixt to the Ground, and the upper side hollow, *&c.* as aforesaid: Then to their Haunt, and there call them together, if scattered; then with a Driver, an Instrument like that of *Cloath-dressers*, rake gently the Bushes and Boughs about you, the *Powts* will run, and stop and listen; then give another rake, and so you will drive them like sheep into your Nets: Observe in this *Secrecy*, *Time* and *Leisure*, or you spoil your Sport; *Secrecy* in concealing your self from being seen by them; and *Time* and *Leisure*, by not being too hasty.

Last-

Laſtly for taking *Pheaſants* with the *Lime-Buſh*, or Rods, order theſe, as I have before preſcribed; your Rods about twelve inches long, and your Buſh containing not above eight Twigs, with a pretty long Handle, ſharpned to ſtick in the Ground, or Buſhes, Shrubs, *&c.* and let it be planted as near the *Pheaſants pearching Branch*, as may be. Place your Rods on the Ground, near the Buſh; for when ſome are taken below by they Rods, the will ſcare up the others to get on the Buſhes to ſeek what's become of their Fellows, and there become your Prey themſelves.

For taking Partridge.

You muſt firſt find the *Partridges* Haunt. Which is moſtly in ſtanding Corn-Fields, where they breed; as likewiſe in Stubble after the Corn is cut, eſpecially Wheat-ſtubble till it is trodden, and then they repair to Barley-ſtubble, if freſh; and the Furrows amongſt the Clots, Brambles and long Graſs, are ſometimes their lurking places, for Twenty and upward in a Covy. In the Winter in up-land Meadows, in the dead Graſs or Fog under Hedges, among Mole-hills; or under the Roots of Trees, *&c.* Various and uncertain are their Haunts. And tho' ſome by the Eye, by diſtinguiſhing their Colour from the Ground, others by the Ear, by hearing the Cock call earneſtly the Hen, and the Hens anſwering, and chattering with Joy at meeting, do find *Partridge*; yet the beſt, eaſieſt and ſafeſt way of finding them is (as you do the *Pheaſant*) by the Call or Pipe: Notes ſeaſonable, as before preſcribed, and they will come near to you, and you may count their Numbers; and to your ſport.

Surround your Covy, prepare your Nets, and pricking

pricking a ſtick faſt in the ground, tye the one end to it, and let your Nets fall as you walk briskly round without ſtopping, and cover the *Partridge*; then ruſh in upon them to frighten them, and as they riſe they are taken.

For taking them with *Bird-Lime*, thus: Call firſt near the *Haunt*; if anſwered, ſtick about your *Lime-ſtraws*, a-croſs in ranks at ſome diſtance from you; then call again, and as they approach you, they are intercepted by the Straws; and ſo your Prey. This way is uſed moſt ſucceſsfully in Stubble-Fields, from *Auguſt* to *September*: And Rods in Woods, Paſtures, *&c.* as for the *Pheaſant*.

The moſt pleaſant way of taking Partridge is with a *Setting-Dog*, who having ſet them, uſe your Net; and by theſe Rules and Method, the *Rails*, *Quales*, *Moorpoots*, &c. are to be taken; and are for *Hawks* flight too. And here I muſt make an end of the moſt material part of *Fowling*.

Of FISHING.

IT has been the Method of this whole Treatiſe, to divide the ſeveral diſtinct Heads of each Recreation into three Parts, to render the Obſervations and Rules the more plain and eaſy, for the proſecuting the Recreation we treat of.

1. *What* it is we purſue.

2. *Where* and *When* to find that we would delight our ſelves in.

3. *With what* proper *Mediums* or Meaſures we

we may obtain the desired Effects of our endeavours therein.

First then, *What* we pursue is Fish, distinguish'd according to their sundry kinds by these following Names.

The *Barbel*, *Bream*, *Bleak*, *Bulhead*, or *Millers-thumb*; *Chevin*, *Char*, *Chub*, *Carp*; *Dace*, *Dare*; *Eele*; *Flounder*; *Grayling*, *Gudgeon*, *Guiniad*; *Loach*; *Minnow*; *Pope* or *Pike*, *Pearch*; *Rud*, *Roach*; *Sticklebag or Banſticle*, *Salmon*, *Shad*, *Suans*; *Tench*, *Torcoth*, *Trout*, *Thwait*, and *Umber*. All these Alphabetically thus named are the different sorts of Fish, in taking which the Angler commonly exercises his Art. We come next, *Where* to find them.

I. To know the Haunts and Resorts of Fish, in which they are to be usually found, is the most Material thing the Angler ought to be instructed in, lest he vainly prepare *how to take* them, and preposterously seek *where to find* that he prepar'd for. To prevent which you are first to understand, That as the season of the Year is, so Fish change their places: In *Summer*, some keep near the top, others the bottom of the Waters. In *Winter*, all Fish in general resort to deep Waters. But more particularly,

The *Barbel*, *Roach*, *Dace*, and *Ruff*, covet most *Sandy*, *Gravelly Ground*, the deepest part of the River, and the shadows of *Trees*.

Bream, *Pike*, and *Chub* delight in a *Clay*, and *Owzie Ground*: The *Bream* chooseth the middle of the River, in a gentle, not too rapid Stream: The *Pike* preferreth still Waters, full of *Fry*, and absconding himself amongst *Bull-rushes*, *Water-docks*, or under *Bushes*, that under these shelters he may

may more ſecurely ſurprize and ſeize his Prey: The *Chub* too chooſes the ſame Ground, large Rivers and Streams, and is rarely deſtitute of ſome Tree to cover and ſhade him.

Carp, *Tench* and *Eel*, frequent foul muddy ſtill Waters. The greateſt *Eels* lurk under ſtones, or Roots; the ſmalleſt ones are found in all ſorts of Rivers or Soils: The *Carp* is for the deepeſt ſtilleſt part of Pond or River, and ſo is the *Tench*, and both delight in green Weeds.

Pearch delighteth in gentle Streams of a reaſonable Depth, not too ſhallow; cloſe by a hollow Bank is their common Sanctuary.

Gudgeon covets Sandy, Gravelly, Gentle Streams, and ſmaller Rivers; not ſo much abounding in Brooks. He bites beſt in Spring, till they ſpawn, and a little after till *Waſp* time.

The *Salmon* delights in large ſwift Rivers, which ebb and flow; and are there plentifully to be found: As likewiſe Rocky and Weedy Rivers. But in the latter end of the Year he is to be found high up in the Country, in ſwift and violent Cataracts, coming thither to ſpawn.

The *Trout* loves ſmall ſwift purling Brooks or Rivers, that run upon Stones or Gravel, and in the ſwifteſt deepeſt part of them, getteth behind ſome Stone-block and there feeds. He delights in a Point of a River where the Water comes Whirling like the Eddy, to catch what the Stream brings down, eſpecially if he has the ſhade of a Tree: He hugely delights to lurk under ſome hollow Bank or Stone; ſeldom among Weeds.

Shad, *Thwait*, *Plaice*, *Peel*, *Muller*, *Suane*, and *Flownder*, covet chiefly to be in or near the Salt or Brackiſh Waters, which ebb and flow: The laſt, *viz.* the *Flownder*, have been taken in freſh.

freſh Rivers, as coveting Sand and Gravel, deep gentle ſtreams, near Banks, &c.

Laſtly the *Umber* affects Marly Clay Ground, clear and ſwift Streams, far from the Sea; the greateſt Plenty of theſe Fiſh is found in *Darbyſhire* and *Staffordſhire*.

Thus much for the Haunts of Fiſh; I come next to know *When* is the moſt *ſeaſonable time* to catch them; which before I ſpeak to, let him that would become a compleat Angler, take this Rule. That he obſerve narrowly what Pond or River ſoever he Fiſheth in, whether it be ſlimy, muddy, ſtony or gravelly, whether of a ſwift or ſlow Motion; as likewiſe that he know the Nature of each Fiſh, and what Baits are moſt proper for every kind: Not to let his Knowledg be circumſcribed to one or two particular Rivers, whither he is invited to Angle and take his Obſervations by the Vicinity of his Houſe; but to let his Knowledge be *general*, and conſequently his Sport will be ſo too. His Ignorance otherwiſe will oblige him to be a Spectator in another River, when his Excellency is confined to that only experienced one in or near his own Pariſh or Houſe. But to proceed,

II. To underſtand the beſt *Time when* to Angle in, We muſt firſt conſider Affirmatively, when moſt *Seaſonable*: Or, 2. Negatively, when *Unſeaſonable*.

1. *Seaſonable* Angling is, when the Weather is calm, ſerene and clear; tho' the Cool cloudy Weather in Summer is to be preferred, provided the Wind blow not too boiſtrouſly, to hinder your eaſy Guiding your Tools; In the hotteſt Months the cooler the better.

2. When a Violent ſhower hath diſturbed the Water and mudded it, then with a Red Worm, Angle in the Stream at the Ground.

3. A little before Fiſh ſpawn, when they repair to gravelly Fords to rub and looſen their full Bellies; they bite freely.

4. From Sun-riſing till eight of the Clock in the Morning, and from four in the Afternoon till night for *Carp* and *Tench*. In *June* and *July*, *Carps* ſhew themſelves on the very rim of the Water, then Fiſh with a Lob-worm, as you would with a Natural Fly. But be ſure to keep out of ſight.

5. In *March*, *April*, and *September*, and all Winter, when the Air is clear, ſerene and warm. And after a ſhower of Rain, which hath only beaten the *Gnats*, and *Flies* into the River, without muddying. The two firſt mentioned Months with *May*, and part of *June*, are moſt proper for the *Fly*; Nine in the Morning, and Three a Clock in the Afternoon, is the beſt time; as likewiſe, when the *Gnats* play much in a warm Evening.

6. In a *Cloudy*, and *Windy* day, after a Moonſhine clear Night, for the brightneſs of the Night (through fear) making them abſtain from feeding, and the Gloominess of the Day emboldening and rendering them (through Hunger) ſharp, and eager upon food, they bite then freely.

7. Laſtly, at the opening of *Milldams* or *Sluces*, you will find *Trouts*, &c. come forth ſeeking food, brought down by the Water. We come next to demonſtrate the time not proper, *i. e.*

2, *Unſeaſonable* Angling, in ſhort is, when the Earth is parched, and ſcorched with Vehement Heat, and Drought; benummed and frozen with Cold.

Cold, Frost, and Snow; or refrigerated with Spring Hoar-Frosts; or blasted with the sharp, bitter, nipping, North, or East Winds: Or when blustring *Boreas* disorders your well guiding your Tackling; or the *Sheep-shearers Washings* glutted the Fish, and anticipated your Bait; when the withdrawing of your Sport, foretells a Storm, and advises you to some shelter; or Lastly, when the night proves Dark, and Cloudy, you need not trouble your self the next day, 'tis to no purpose, *&c.*

III. For providing *Stocks*, the best time is the Winter *Solstice*, when the Sap is in the Roots of Trees, and their Leaves gone. It is improper after *January*, the Sap then ascending into the Trunk, and expending it self over all the Branches. See that your Stocks be *Taper-grown*, and your Tops of the best *Ground-Hazle*, that can be had, smooth, slender, and strait, of an Ell long, pliant and bending; and yet of a strength, that a reasonable jerk cannot break it, but it will return to its first straightness; lest otherwise you endanger your Line. Keep them two full years, before you use them; having preserved them from Worm-eating, or Rotting, by thrice a year rubbing, and chafing them well with Butter (if sweet) or Linsed or Sallet-Oyl; and if Bored, Oyl poured into the Holes, and bathed four and twenty hours in it, and then thrown out again, will exceedingly preserve them.

The line, to make it neat, handsom and strong, twist the Hair you make it of *even*, having seen if the Hair be of an equal bigness; then steep your Line in Water, to see if the Hairs shrink, if so, you must twist them over again. The Colour of the Hair is best of *Sorrel*, *White* and Grey;

Grey; *Sorrel* for muddy boggy Rivers, and the two laſt for clear Waters. Nor is the *Pale watry green* contemptible, died thus: Take a pint of ſtrong *Ale*, half a pound of *Soot*, a little of the Juice of *Walnut-Leaves* and *Allum*; Boil theſe together in a Pipkin half an hour, take it off, and when 'tis cold, put in your Hair. In making your Line of Hair mix not Silk; but either all Hair, or all Silk; as likewiſe diſtinguiſh the Line for the Ground Angle, and that for the Fly-rod, the laſt muſt be ſtronger than the firſt; in that for the Artificial Fly, making the uppermoſt Link twenty Hairs long, leſs in the next, and ſo leſs till you come to the Fly. Laſtly at each end of your Line make a Loop (called a *Bout*) the one larger, to faſten to, and take it from the top of your Rod, and the other Leſſer to hang your Hook-line on.

Your Hook muſt be long in the ſhank, ſomething Round in compaſs, the point ſtrait and even, and bending in the ſhank. Set on your Hook with ſtrong ſmall Silk, laying your Hair on the inſide of the Hook.

Your *Flote* challenges divers ways of making. Some uſing *Muſcovy* Duck-quills for ſtill Waters. Others the beſt ſound Cork without flaws or holes, bored through with a hot Iron, and a Quill of a fit proportion put into it; then pared into a pyramidal Form, or in the faſhion of a ſmall Pear, to what bigneſs you pleaſe, and ground ſmooth with a Grindſtone or Pumice; this is beſt for ſtrong Streams.

In fine, *To plum the Ground*, get a *Carbine* Bullet bored through, and in a ſtrong twiſt hanged on your *Hook* or Rod. To ſharpen your *Hook*, carry a little *Whetſtone*. To carry your ſeveral

several Utensils without incommoding your Tackle, have several *Partitions* of Parchment. And in short the ingenious Angler will not be unprovided of his *Bob* and *Palmer*; his Boxes of all sizes for his *Hooks*, *Corks*, *Silk*, *Thread*, *Flies*, *Lead*, &c. His *Linning* and *Woollen Bait-bags*; His splinted *Osier light Pannier*; And lastly his *Landen Hook*, with a Screw at the end to screw it into the socket of a Pole, and stricken into the Fish, to draw it to Land: To which socket, a Hook to cut up the Weeds, and another to pull out Wood, may be fastned.

Baits are branched into three Kinds.

First, the *Life-baits*, which are all kind of *Worms*, *Redworm*, *Maggot*, *Dors*, *Frogs*, *Bobb*, *Brown-flies*, *Grashoppers*, *Hornets*, *Wasps*, *Bees*, *Snails*, small *Roaches*, *Bleak*, *Gudgeon*, or *Loaches*.

Secondly, *Artificial living Baits*, of *Flies* of all sorts and shapes, made about your Hooks with Silk and Feathers, at all times seasonable, especially in blustering Weather.

Lastly, *Dead Baits*, Pasts of all makings, Wasps dryed or undryed, clotted *Sheeps-blood*, *Cheese*, *Bramble-berries*, *Corn*, *Seed*, *Cherries*, &c. The two first good in *May*, *June* and *July*, the two next, in *April*; and the last in the *Fall* of the Leaf.

Of Flies.

Of *Natural* Flies there are innumerable, and therefore it cannot be expected I can particularize all; but some of their Names I shall nominate, *viz.* The *Dun-Fly*, *Red-Fly*, *May-Fly*, *Tawny-Fly*, *Moor-Fly*, *Shell-Fly*, *Flag-Fly*, *Vine-Fly*, *Cloudy* or *Blackish-Fly*, *Canker-Flies*, *Bear-Flies*, *Caterpillers*

Caterpillars, and thouſands more, differing according to the Soils, Rivers or Plants.

Artificial Flies, are made by the Ingenious Angler, according to Art, in ſhape, colour and proportion like the Natural Fly, of *Fur*, *Wool*, *Silk*, *Feathers*. &c. To delineate which I muſt confeſs my ſelf not ſo accurate and skilful a Painter, nor can any Pen-drawing illuſtrate their Various Colours ſo, as to direct their Artificial Counterfeit; Nature will help him in this by Obſervation, curiouſly Flouriſhing their ſeveral Orient and bright Colours, after which they take their names, as before ſaid: And therefore to furniſh your ſelf with both Natural and Artificial Flies, repair in the Morning to the River, and with a Rod beat the Buſhes that hang over the Water, and take your Choice.

1. Obſerve to Angle with the Artificial Fly in Rivers diſturbed ſomewhat by Rain, or in a Cloudy day, the Wind blowing gently: If the Wind be not ſo high, but you may well guide your Tackle, in plain Deeps is to be found the beſt Fiſh, and beſt Sport: If ſmall Wind breeze, in ſwift ſtreams is beſt Angling: Be ſure to keep your Fly in perpetual ſlow Motion; and obſerve that the Weather ſuit the Colour of your Fly, as the light Colour'd in a Clear day, the Darkiſh in a dark, *&c.* As likewiſe according to the Waters Complexions, have your Fly ſuitable.

2. Let your Line be twice as long as your Rod: Keep as far as you can from the Waterſide, the Sun on your back; In caſting your Fly, let that fall firſt; your Line not touching the Water.

3. Have a nimble Eye, and active quick Hand to ſtrike preſently upon the riſing of the Fiſh, leſt finding his miſtake he ſpew out the Hook.

4. In

4. In slow Rivers cast your Fly cross them, let it sink a little, draw it back gently, without breaking or circling the Water; let the Fly float with the Current, and you will not fail of excellent Sport.

5. Observe to let the Wings of your *Salmon-Flies* to be one behind another, whether two or four, and they and the Tail long, and of the finest gaudiest Colours you can choose.

Lastly, In clear Rivers a small Fly with slender Wings is best, and in muddied Rivers a Fly of a more than ordinary large Body.

Thus much for Flies, I come next to that I called *Dead-Baits*, and shall begin with the several Ways of making Pastes.

Of Pastes.

1. Beat in a Mortar the Leg of a Young *Coney* (Vulgarly called the *Almond*) or of a Whelp or Catling, and a quantity of Virgins Wax and Sheeps suet, till they are incorporated, and temper them with clarified *Honey* into Paste.

2. *Sheeps-Blood*, *Cheese*, fine *Manchet* and clarified *Honey* tempered as before.

3. *Sheeps-Kidney-suit*, *Cheese*, fine *Flower*, with clarified *Honey* tempered.

4. *Cherries*, *Sheeps-Blood*, *Saffron* and fine *Manchet* made into a Paste.

5. Beat into a Paste; the fatest Old *Cheese*, the strongest *Rennet* can be got, fine *Wheat-flower* and *Annis-seed* Water: If for a *Chub* you make the Paste, put a little rasty *Bacon*,

Lastly, *Mutton-Kidney-suit*, and *Turmerick* reduced to a fine Powder, the fatest Old *Cheese* and strongest *Rennet*, wrought to a Paste, adding

Tur-

Turmerick, till the Paste be of a curious Yellow; and is excellent for *Chevin*.

Anoint your Bait with this Confection: Take the Oyl of *Asspray*, *Cocculus Indiæ*, and *Assa-fœtida* beaten, and mix with it as much Life-Honey; then dissolve them in the Oyl of *Polypody*, and keep it in a close Glass for your use. And that your Paste may not wash off your Hook, beat Cotten-Wool or Flax into it.

Of keeping Baits.

The *Red-Worm*, must be kept in a bag of Red Cloth, with a handful of chopt *Fennel*, mixt with half so much fresh, black and fertile Mould will scoure and preserve them: All other Worms, with the Leaves of Trees they are bred on, renewing them often in a day. Only the *Cad-bait*, *Bob* and *Canker*, &c. must be kept in the same things you find them.

The great *White Maggots*, keep them in Sheeps Tallow, or little bits of a beasts Liver; and to scour them, hang them warm in a bag of Blanketing with Sand.

The *Frogs and Grashoppers*, in wet Mos and long Grass, frequently moistned; and when used, the Legs of the first, and the Wings of the other must be cut close off.

The *Flies*, use them as you take them. Only, the *Wasps*, *Hornets* and *Humble-Bee*, must be dryed in an Oven, their heads dipt in Sheeps blood, and dryed again, may be kept in a Box for use.

And now thus equipt let us walk to the Rivers side.

To begin then with the *Barbel*. The best time for Angling for this Fish is at the latter end of *May*, *June*, *July*, and beginning of *August*, in his Haunts

Haunts aforementioned; and the beſt Bait (omiting others) is the well-ſcoured *Lob-worm* (being of a curious cleanly Palate as well as ſhape) or Cheeſe ſteept an hour or two in clarified Honey: He is a ſubtile Fiſh, extraordinary ſtrong, and dogged to be dealt with, and therefore be ſure to have your Rod and Line ſtrong and long, or you may endanger to break it.

For the *Breame*. The moſt ſeaſonable time to Angle is from St. *James* tide till *Bartholomew* tide. He ſpawneth in *June* or beginning of *July*; is eaſily taken, as falling on his ſide after one or two gentle turns, and ſo drawn eaſily to Land. The beſt Bait for him (moſt delightful to him) is the *Red-Worm* (found in Commons and Chalky Grounds after Rain) at the root of a great Dock, wrapt up in a round Clue. He loves alſo Paſte, Flag-Worms, Waſps, Green-Flies, Butter-Flies and a Graſs-hopper, without Legs.

Bait your Ground the Night before with groſs-ground Malt, boiled and ſtrained, and then in the morning with the Red-Worm, bait your Hook, and plumbing your Ground within half an Inch, Fiſh.

The *Bleak*, an eager Fiſh, is caught with all ſorts of Worms bred on Trees or Herbs, alſo with *Flies*, *Cad-bait*, *Bobs*, *Paſte*, *Sheeps-Blood*, *White Snails*, *Waſps*, *Gnats*, &c. In a warm clear day the ſmall Fly at the rim of the Water is beſt; in a Cloudy day, *Gentles* or *Cad*-baits two foot in the Water.

The *Bull-head* or *Millers-Thumb*, being Childrens recreation, I ſhall ſpeak little of them, only being ſerviceable for Baits, I ſhall only ſay he is eaſily taken with a ſmall Worm, being lazy and ſimple, and will ſwallow any thing; and the *Minnow*,

Loach, and *Banſticle* being of the ſame diet, I place here too.

The *Chevin*, loveth all ſorts of Worms, *Flies*, *Cheeſe*, *Grain*, and *Black Worms*, their Bellies being ſlit, that the White may be ſeen: And very much delighteth in the Pith of an Oxes back, the tough outward skin being carefully taken off, without breaking the inward tender skin. In the Morning early angle for *Chevins*, with a *Snail*; in the heat of the day, with ſome other Bait; in the afternoon with the Fly; the great *Moth*, with a great Head, yellow Body, and whitiſh Wings, uſually found in Gardens, about the Evening: The larger the *Chevin*, the ſooner taken; loving his Bait larger, and variety on a Hook.

The *Char* is a *Lancaſhire* Fiſh, found in a *Mere*, called *Winander-Mere* in that Country, the largeſt in *England*.

For the *Chub*, called by ſome a *Chevin*, by others a *Villain*. Bait your Hook with a Graſs-hopper, find the hole where he lies, accompanied in a hot-day, with twenty or more, floating almoſt on the very ſuperficies of the Water; chooſe which you think beſt, and faireſt, and drop your Hook ſome two foot before him, and he will bite at it greedily, and cannot break hold with his *Leather Mouth*; let him play and tire, leſt you break your Line. If you cannot get a *Graſs-hopper*, then any Worm, or Fly you will. In cold Weather, Fiſh for him near the bottom, and the *Humble-Bee* is the beſt Bait. Some appropriate Baits according to the Month, but I ſhall Omit that; The *Chub* (being beſt and in his Prime in the Winter) a Paſte made of Cheeſe, and Turpentine, is the only Bait to take him.

The

The *Carp* is ſubtle, and full of Policy, will never bite in Cold Weather, but in Hot you cannot be too Early, or too Late. In *March*, he ſeldom refuſeth the *Red-worm*, in *June* the *Cad* bait and the three next Months the *Graſs-hopper*: Paſtes that are ſweet, of which I have ſpoken before, are very delightful to *Carps*: And eſpecially, if you Bait your ground two or three dayes before you angle, with Pellets of courſe Paſte, *Chickens-guts*, *Garbage*, &c. *Gentles* anointed, and a Piece of *Scarlet* dipt in *Honey*, put them on the Hook, is an approved way.

The *Dace*, *Dare*, *Rudd*, and *Roach*, being much of a kind, and feeding, I ſhall put together. and are eaſily taken with ſmall Worms, *Bobs*, *Cad-baits*, *Flies*, *ſheeps-Blood*, all ſorts of Worms, bred on Trees or Herbs, *Paſte*, *Waſps*, *Gnats*, *Lipberries*, &c. The Heads of the *Waſps*, being dipt in Blood, is good for *Dace*, and *Dare*; as is likewiſe the *Ant fly*.

The *Eel*, takes great *Red-worms*, *Beef*, *Waſps*, *Guts* of *Fowl*, or *Fiſh*, *Menows*, or ſmall *Roaches* are good Bait for Night Hooks; the Hooks being in the Mouth of the *Fiſh*. Now becauſe this is very delightful to moſt, I ſhall preſcribe three ways of taking them, as are moſt full of Pleaſure. The firſt way is called, *Sniggling*, or *Broggling* for *Eels*, thus: Take a ſtrong Line and Hook, baited with a *Lob*, or *Garden-Worm*, and obſerving where *Eels* lurk in the day time, with a ſtick forked at the Top, gently put your Bait into the Hole, and if there be any *Eels* there, you will not fail of a Bite, of as large as can be had, but pull not too hard leſt you ſpoyl all. The ſecond is called *Bobbing*, which is thus done: Take ſome large well ſcoured *Lobs*, and with a Needle, run ſome

ſtrong twiſted Silk through them, from end to end, ſo many as are enough to wrap about a Board near a dozen times; tye them faſt with the two ends of the Silk to hang in ſo many Hanks; then faſten all to a ſtrong Cord, and a handful above the worms faſten a Plumbet of three quarters of a pound, and your Cord to a ſtrong Pole, and in muddy Waters, you may Fiſh, and find the *Eels* tug luſtily, and when you think they have ſwallowed them, draw up your Line, and aſhore with them. Laſtly the *Eel-ſpear* made with four teeth, jagged on both ſides, ſtricken into the Mud, on the bottom of a River, and if you chance to ſtrike where they lye, you infallibly take.

There is likewiſe an aſſured way of taking *Eels*, thus done: Take ſome Bottles of Hay, mixt with green *Oſiers* or *Willows*, Bait them with Sheeps-Guts, or other Beaſts Garbage, ſink them down in the middle, to the bottom of your Pond or by the Bank-ſides, having faſtned a Cord to the Bottles, that you may twitch them up at your pleaſure, and all the beſt *Eels* will reſort to them.

The *Flounder*, *Shad*, *Thwait*, *Suant*, and *Mullet*, are taken with *Red-Worms* of all ſorts, *Waſps*, and *Gentles*.

For the *Grayling*, you muſt head your Hook upon the ſhank, with a ſlender and narrow plate of Lead, that the Bait (a large Graſs-hopper) may the more eaſily come over it; and at the point put a *Cad-bait*, and keep the Bait in continual motion; not forgetting to pull off the Graſs-hoppers Wings.

The *Gudgeon*, takes the ſmalleſt Red-Worm, *Waſps*, *Gentles*, and *Cadbaits*. When you Fiſh for

for him, ſtir up the Sand or Gravel with a Pole, which will make them gather thither, and bite more eagerly.

The *Guiniad*, I ſhall remit ſpeaking to, only mentioning it in courſe, being no where found, but in a place called *Pemble-Mere*, in which place they abound, as the River *Dee* does with *Salmon*.

The *Pope*, or *Ruff*, is excellent for a young Angler, bites greedily, and quantities may be taken, by Baiting the Ground with fat Earth, and your Hook with ſmall Red-Worms.

The *Pike*, loveth all ſorts of Baits (unleſs the Fly) *Gudgeon*, *Dace*, *Roaches* and *Loaches*; and young *Frogs* in Summer time, of which the yelloweſt is beſt.

The *Pearch*, taketh all ſorts of Earth-worms, eſpecially the *Lob-worm*, and *Branding*, well ſcowred, *Bobs*, *Oak-worms*, *Dors*, *Gentles*, *Cole-wort-worms*, *Waſps*, *Cad-baits*, and *Menow*, or a little *Frog*, the Hook being faſtned through the skin of his Leg, towards the upper part of it. Be ſure you give the *Pearch* time enough to pouch his Bait, before you ſtrike.

The *Salmon*, is taken beſt with *Lob-worms*, ſcented with the Oyl of Ivy Berries, or the Oyl of *Polypody*, of the *Oak* mixt with *Turpentine*: Or the well ſcowred Garden-worm, is an excellent Bait: The *Salmon* bites beſt in *May*, *June*, and *July*, at three a Clock in the Afternoon, if the Water be clear, a little Wind ſtirring eſpecially near the Sea.

The *Tench*, is a great lover of large Red worms firſt dipt in Tar. As alſo all ſorts of Paſte, made up with ſtrong ſcented Oyls, or Tar, or a Paſte made up of Brown Bread, and Honey. He will

bite too at a *Cad-worm*, *Lob-worm*, *Flag-worm*, green *Gentle*, *Cadbait*, *Marſh-worm*, or ſoft boil'd *Bread-grain*, &c.

The *Torcoth*, being before mentioned, I only let you know, that he is only found, in the Pool *Linperis* in *Carnarvon-ſhire*; and leave you to the *Welchmens* deſcription, both of him and his Bait.

The *Trout*, is fatteſt, and in his prime in *May*, and is caught with all ſorts of Worms, eſpecially *Brandlings*, commonly found in an Old *Dung-hill*, *Cow-dung*, *Hogs-dung*, or *Tanners-bark*: Alſo with Flies, Natural and Artificial, with young *Frogs*, *Menow*, *Marſh*, *Dock*, or *Flag-worms*; all ſorts of *Cadbait*, *Dors*, *Bobs*, *Palmers*, *Gentles*, *Waſps*, *Hornets*, &c. and with the *Caterpiller*, uſed according to the Rule before preſcribed for the *Grayling*. *Laſtly*

The *Umber*, is taken as the *Trout*, juſt now mentioned; And therefore now to your Sport: To aſſiſt your well effecting which, I have but this to add; Caſt into your Haunts where you uſe to Fiſh, once in four or five days, ſoft boiled Corn (or oftner for Carp, and Tench) Alſo Garbage, Beaſts Livers, chopt Worms, Grains ſteept in Blood, to attract them to the place; and to keep them together, throw in half a handful of Grains or ground Maſt: But in a ſtream, caſt it above your Hook, that floating towards you you may draw the Fiſh thither.

Sundry curious Baits for Fiſh.

Theſe grow on the Cuccow pints, or wak-Robin, and are found in dry ditches, overgrown with Brambles; they are about the bigneſs of Peaſe, and in *July* and *Auguſt*, are of a lovely tranſ-

transparent Red, and are excellent baits for Roaches and Chubs; and for the first, two will serve, but for the latter, you may put four or five at a time on the Hook.

Oat-Cakes with Cheese.

Beat these together into a Paste, the Cheese being new, and stick them together, with a little Honey, letting the Paste Lye all Night in a wet Linnen Cloath, then fit it up in baits, and cover your Hook with it.

To keep Baits for the Pike, or Night-hooks.

For this, take a small Roach, Dace, Loach, Minnow, Smelt, small Trout, or Pearch, cutting off the Finns on the back, or small Eels well scoured in Wheat-Bran, which will keep them better and longer, taking away the slime and watery substance, that causes them to rot or decay the sooner.

Fishes Eyes.

Take out the Eyes of such Fish as you catch, and put three or four of them on a Hook, and they will prove an excellent bait for most sorts of Fish

Fat Bacon.

Cut this in little small Long snips, and especially at Snap, it is exceeding good to take a Chub or Pike, from the latter end of *August* to the beginning of *April*.

The Pith of the Back-bone of a Sheep.

Take out the Pith that runs through the Back-bone, and take off the Tough outward Skin, and leave the thin tender white Skin on, and bait with about half an Inch of it, and it takes a Chevin to admiration.

Grain, Wheat, Malt.

Bruise either of these finely, fry them in Honey, make them up into Pasts with Oyl of Peter; and either in Winter or Summer they take Chub, Roach, Dace or Bleak.

How to bring Fish, if any in the Pond or River, to the place you desire.

Boyl clean Barly in Water till it bursts, with Licorice, and a little Mummy; add some Honey and beat them together in a Mortar into a stiff Paste, and boyl about the quantity of a Wall-nut of this Paste with a quart of Barly till it grows Glutenous, and then lay it for a ground bait, and the Fish will flock about it from all parts.

To make worms for Baits come out of the Ground.

Boyl an Ounce of Verdigrise in a quart of strong Vinegar, and Sprinkle a little in places where you suspect Worms are, and they will Crawl out of the Ground.

Another approved Bait.

Take the Fat of a Heron, Mummy, and Galbanum; of each two drams, Scent them with a Grain of Musk, and make them up with two Ounces of *Aqua-vitæ*, stir them over a gentle Fire in an Earthen Vessel till they become thick, and with this rub the Hook, and end of the Line, and the Scent of it will draw the Fish to it; you must also have at the same time a proper Bait on your Hook for such Fish as are in the place you Angle.

The

The Artificial Cod or Cad Bait.

Make the Body of yellow Bees-wax, and head of black Dubin and black Silk, or you may make the Body of yellow waſhed Leather, Shamey or Buff, and the head all of black Silk, and this is an Incomparable bait for Trout, Salmon or Smelts, and thoſe that are natural are moſt Excellent baits for Trout, Grayling, Salmons, Tench, Roach, Chub, Dace, Carp, Tench, Ruff, Bream and Bleak; but then you muſt Fiſh with it in clear Water only.

Rules and Conſiderations about Baits in general.

Fiſh in general take all ſuch baits freely, as nature at that ſeaſon affords in or near the places where you Angle, for being uſed to them they are not afraid of any deceit, but take them as their common food. And for flies in this caſe, in a Morning or Evening, when you go to Angle beat the buſhes about the Rivers or Ponds, and ſuch Flies as you rouſe there, Fiſh with, either Natural, or imitate them by Art; as alſo ſee what Worms or other Inſects fit for baits ſtick on the Leaves, Graſs, or are in the Water; and in this Obſervation you cannot miſs of good Sport; and when you have ſtruck gently the backway, draw a little, and be not too haſty to take up before the Fiſh has had her play and ſpent her ſtrength leſt ſhe break your Tackle. If your Fiſh be large, you muſt uſe your Landing Net.

To take Fiſh in the Night with a Light.

This is an Admirable way to ſupply you with a ſudden Diſh, *viz.* Take a Glaſs in the form of a Urinal

Urinal very deep, put as much Clay in the bottom of it as will ſink the Mouth of it within an Inch of the Water, floating on pieces of Cork, tied about the Neck to keep it ſteadily upright, then place a Candle in it, by ſticking it in the Clay-ſocket, anointing the out ſide of the Glaſs with Oyl of Aſper. This Light will ſhine a great way in a ſtill Water, ſo that the Fiſh being amazed at ſo unuſual a Sight, will come out of their holes about it, and be detained with the ſcent of the Oyl ſo long, that with a Hoop-net you may take great ſtore of them.

Flies proper for every Month.

For February, little red brow Palmer flies, the Plain Hackle, the Silver Hackle, the Gold Hackle, the great Dun, the great blew Dun, the dark brown.

For March, the little whirling Dun, the early bright Brown, the whitiſh Dun, the Thorn-tree fly, the blue Dun, the little black Gnat, the little bright Brown.

For April, the ſmall bright Brown, the little dark brown, the great whirling Dun, the Violet Fly, the yellow Dun, the Horſe-fleſh-fly.

For May, the Dun-cout, the Green-drake, the Stone-fly, the black May fly, the little yellow May Fly, the Gray-drake, the Camlet fly, the Turkey Fly, the yellow Palmer, the black-flat Fly, the light-brown, the little Dun, the white Gnat, the Peacock Fly, the Cow-Lady, the Cowturd-fly.

For June, From the firſt to the 24th the Green Drake and Stone Fly, the Owl fly, the Barm fly, the purple Hackle, the purple Gold Hackle, the fleſh Fly, the little fleſh Fly, the Peacock fly, the Ant fly, the brown Gnat, the little black Gnat, the Green-Graſshopper, the Dun Graſshopper, the Brown Hackle.

For

For July, The Badger fly, the Orange fly, the little white Dun, the Waſp fly, the Black Hackle, the Shell fly, the black brown Dun.

For Auguſt. The late Ant fly, the Fern fly, the white Hackle, the Harry-long-Legs.

For September. The Cammel brown fly, the late Badger fly.

For October. The ſame Flies that were uſed in *March.*

The beſt time to Angle in.

1. If in the hot Months, cloudy Weather is beſt, when a ſmall Gale ſtirs the Water.

2. When the Floods have carryed away the filth that ſudden Showers Incumbered the Water withall, and the River and Pond retains its uſual bounds, looking of a whitiſh Colour.

3. When a violent Shower has troubled or muddied the River, or a little before the Fiſh ſpawn, at what time they come into the ſandy Ground to looſen their Bellies.

4. After Rains, when the Rivers keep their bounds, yet riſe and run ſwiftly, for then they ſeek ſhelter in Creeks and little Rivulets running into the River.

5. Fiſh for Carp and Tench early, that is, before Sun riſe, till Eight in the Morning, and from four in the Afternoon till after Sun ſet. In *March*, the beginning of *April*, and the latter end of *September* and all Winter, when there are no great Froſts, the Fiſh bite in the warm of the day, the wind being ſtill; but in Summer Months, Morning and Evening is beſt,

6. Fiſh riſe beſt at the Fly, after the ſhower has muddied or Clouded the Waters, and Fiſh with Flies in generally *March*, *April*, *May*, and the beginning

ginnig of *June*, is the best for Trout; you may Angle in a clear star light Night, for they are then roaving about for prey; he bites best in muddy water, and the best time of Fishing for him is from 8 to 10 in the Morning, and from three till five in the Afternoon.

7. The Salmon Fishery is best in *May*, *June*, *July*, and *August*, from three in the Afternoon till Sun set, and in the Morning as before.

8. The Barble bites best early in the Morning, till Ten or Eleven in *May*, *June*, *July*, and the beginning of *August*.

9. The Pearch and Ruff bites best all day in cool Cloudy Weather.

10. The Carp and Tench bite early and late in the still parts of the River; *June*, *July*, and *August*; as likewise do the Chevin, whose chief bait is white Snails, and small Lamperies.

11. The Breem bites from Sun rise till nine or ten in the Morning in muddy Water, especially the Wind blowing hard, for the most part; keeping in the Middle of the Pond or River in *May*, *June*, *July*, and *August*.

12. Angle for the Pike in clear Water, when it is stirred by a gentle Gale in *July*, *August*, *September*, and *October*, and then he bites best about three in the Afternoon; but all the day in Winter, and in *April*, *May*, and the beginning of *June*, early in the Morning and late at Evening.

13. The Roach and Dace bite all the day long at the Top of the Water at flies natural, and Artificial, also at Grass-hoppers, and all sorts of Worms, if the Water be shady.

14. The Gudgeon bites best in *April*, till she has Spawned in *May*, or if the Weather be cold till Wasp time, and at the end of the year all day long, near to a gentle Stream. Observe when you

Angle

Angle for her, to ſtir and rake the Ground, and the Bait will be taken the better.

15. The Flounder in *April* bites all day, *May*, *June*, and *July*, eſpecially in ſwift Streams, yet he will bite, tho' not ſo freely in a ſtill Deep.

Of Fiſh-ponds.

Grounds moſt fit and proper to be caſt into a Pond, are thoſe which are Marſhy, or Boggy, or full of Springs, unfit for Grazing, or to be put to any profitable uſe beſides. Of theſe the laſt. full of Springs, will yield the beſt Water; that which is Marſhy will feed Fiſh; and what is Boggy is beſt for a Defence againſt Thieves.

Firſt draw by ſmall Trenches all the Springs into one place, and ſo drain the reſt of the Ground; then mark out the Head of your Pond, and make it the higheſt part of the ground in the Eye, tho' it be the loweſt in a Level: Cut the Trench of your Floodgate ſo, that when the Water is let out, it may have a ſwift fall: On each ſide of which Trench drive in ſtakes of Oak, Aſh or Elm ſix foot long, and ſix Inches ſquare; place theſe in Rows near four foot diſtance, as broad and wide from the *Floodgate* as you intend the Head of your Pond ſhall go: Dig it in as big and large a Compaſs as the Ground will permit; throw your Earth amongſt the ſaid ſtakes, and ram it down hard till you have covered the ſtakes: Drive in as many new ones next the firſt ſtakes, and ram more Earth above them, with ſtakes above ſtakes till the head-ſides be of a convenient heigth: Taking care, that the inſide of your Banks be ſmooth, even, hard and ſtrong, that the Current of the Water, may not wear off the Earth.

Having

Having thus digged eight foot deep, that ſo it may carry ſix foot Water, pave the bottom and Banks of the Pond with Sods of *Flot-Graſs*, laying them cloſs together, pin them down with ſtakes and windings: This Graſs is a great feeder of Fiſh, and grows naturally under Water. Stake to the bottom of one ſide of the Pond Bavens and Bruſh-Wood-Faggots, into which the Fiſh may caſt their ſpawn. Lay Sods upon Sods, to nouriſh and breed Eels.

The Pond being made, let in Water, and thus ſtore it: Put Carp, Bream and Tench by themſelves: Pike, Pearch, Eel, and Tench (the Fiſhes Phyſician) by themſelves; for Food of the greater Fiſhes, put ſtore of Roach, Dace, Loach and Menow; and Laſtly to one Melter, put three Spawners, and in three Years the increaſe will be great, and in five Years with difficulty be deſtroyed.

In 3 Years *Sue your Pond*; which you muſt continue to do, for the Roach will increaſe in ſuch abundance, that eating up the ſweet food, will make other Fiſh, as Carps, &c. be very lean: Therefore every Year view your Pond, and obſerve if any ſuch Fry appears, thin them.

To make Carps *grow large*, &c.

About *April*, when your Pond is low rake the ſides where the Water is fallen with an Iron rake, ſow *Hay-ſeeds* there, rake it well; and at the end of Summer you ſhall have ſtore of Graſs: In *Winter* the Water will over-top the Graſs, and being Water enough for them, the Carps will reſort to the ſides, and feed briskly, and grow fat: Thus do every Summer, till you ſue your Pond, and no River Carp can ſurpaſs them

F I N I S.